

Walk through your Models????

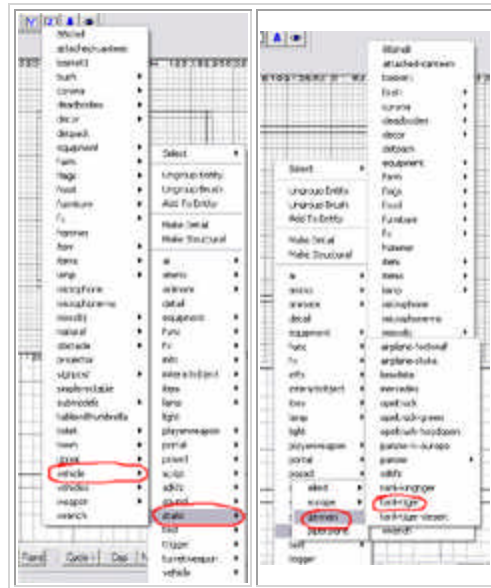
What we are going to do:

Heheh I know I know, can walk right through them! Well we will put that to a stop now!

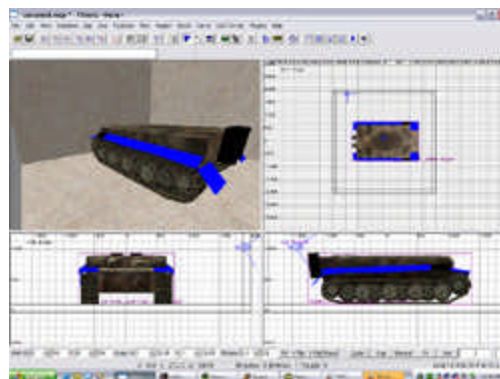
Get Going!

Okay, open MOHRadiant, make a room, mine is 512x512x512, hallow it out, and apply any tex you want!

Now right click in any 2D view, I am doing it in the top view. Go down to "Static" then "Vehic" "German" then pick "tank-tiger" like this:



Then there is your tank!



If you were to compile this map and run it you would walk right through that sucker! So now to fix it!

Now make a brush, the same size or just a smidge smaller than the tank! And apply this texture:



"Common" then "Clip/":

