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Subject: How to?

Posted by [Captkurt](#) on Fri, 28 Mar 2003 03:57:28 GMT

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I've made tunnels using both of the aforementioned methods and have to say that I recommend the Boolean meathead. But it really depends what your doing. I can make really precise tunnels with turns, ramps bends etc. Using the Boolean tool, but you have to have some experience in it to learn how to do it. You only get experience by jumping in and trying to learn it. But I tell you this because like I said I've made tunnels using all the above-mentioned ways and then some others, but always find my self coming back to the Boolean tool.

I recommend you get my "Using the Boolean tool" tutorial from <http://www.nodnl.net/>

You can see some of my tunnels if you down load this map.

<http://www.cox-internet.com/kleboeuf/>

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