Posted by Blazer on Fri, 11 Apr 2003 20:26:31 GMT

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Aircraftkiller I agree with you. But I think something like this might fledgling map makers "get their feet wet". I'm not suggesting they could actually make a quality playable map with something like this, but its ease of use could help make the learning curve of Max a bit less steep, or maybe it would be useful for making the basic framework of something or simple objects like tunnels etc.

In short, this plugin is a tool, not a magic wand. If you don't know how to use Max at all, you aren't going to create something wonderful with it. However it could be a timesaver for creating things that with some massaging and tweaking become part of some good terrain.