
Subject: New RenEvo Map Announced : C&C Blue Islands

Posted by [Aircraftkiller](#) on Fri, 04 Apr 2003 14:28:48 GMT

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DanteDeafwaspgood, cause if it was the joke would, totally suck.

But how do you expect to make that a good renegade map. First off there is a clipping distance so you wouldnt be able to see all of it like in those shots. Secondly you have to go in and modify the terrain in order to put the buildings on it and make it a decent map.

And you probably never seen it from the player POV, so it may not look so good at ground level.

Keep us updated. Its a possibility it will still turn out good.

*bows down to ack v.1.25

sorry about your luck and lack of knowledge in this department...

but it can be viewed that way (if you know what you are doing) and as well as "adding the buildings" wow, look, cut hole, align mesh....

now please keep the negativity to yourself, kthnx

I resent that statement.
