
Subject: LOL Dante was right. CaptKurts map uses Acks Terrain. *pics*

Posted by [Blazer](#) on Thu, 17 Apr 2003 02:41:40 GMT

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Dante speculated that CaptKurts C&C_Glacier_AI probably wouldn't work without C&C_Glacier_Flying. I did some tests and he is absolutely right!

Here's the deal. The only reason you can "make" Glacier_Flying in LevelEdit is because it pulls Acks terrain from his mixfile. Since CaptKurt made his map using Acks terrain, if you do not have Glacier_Flying in your Renegade directory, his map doesn't work!

To perform this test I moved C&C_Glacier_Flying to my desktop, and then launched a game of C&C_Glacier_AI. As you can see I spawned inside a building, but the terrain and lots of other textures were completely gone. It was pretty funny watching the cargo plane drop off the harvester, only for it to fall into blue hell. If I stepped out of the building I also fell into oblivion.

And lets not forget those wonderful guard towers that he admittedly stole from Battlefield1942. This is the W3D file for them, which is huge and is the main reason his map is over 14Megs

This next picture was taken with Glacier_Flying in the directory, meaning the reason it looks like crap is just because it wasn't textured properly at all.