
Subject: New map Chrono_Canyon

Posted by [Oblivion165](#) on Mon, 01 Mar 2004 12:30:42 GMT

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Each base has ridges around them, well mostly around them.

I made the AI, ultra awesome, some defend, some walk around the base, and some attack the other base.

the water actually has depth, so you and bots can go under it (ill fix that none-water look)

Under what i was looking at. and yes i realize it doesnt look lik your under water. ill get to it.

Just terrain.
