
Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Tue, 11 Feb 2003 22:34:00 GMT
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<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=99>

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Wed, 12 Feb 2003 05:12:00 GMT
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Finally! I was wondering when this would be released. Great Job!

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Wed, 12 Feb 2003 11:50:00 GMT
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Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Wed, 12 Feb 2003 13:33:00 GMT
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Wow looks really good!and I have a question for you, when on vertex paint in RenX, is there any way to make how much the brush size paints in smaller? Cause it always does more than what I want.

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Wed, 12 Feb 2003 14:48:00 GMT
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wow, awseome(sp) job ack! keep up the great work, hope its added to The Pits rotation soon,

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Wed, 12 Feb 2003 14:48:00 GMT
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blending makes every NATURAL thing look good -- a grassy rock looks better than a regular old rock (to me)--and they make everything look smooth. but for man made things--like a tunnel, you wouldnt have a tunnel floor with a faintly visable rocky texture over it.this is what im talking about:<http://www.crypticwarning.com/matt/blending.JPG>

Subject: C&C River Canyon is released!

Posted by [Anonymous](#) on Wed, 12 Feb 2003 14:50:00 GMT

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btw, i dont want to start an argument with you ack..im just pointing this out.

Subject: C&C River Canyon is released!

Posted by [Anonymous](#) on Wed, 12 Feb 2003 15:01:00 GMT

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Flamin Yawn, does have a point, but if it was say; pavement, then sand/dirt, then rock fading between the three it would work cuz you do find pavement with dirt fading over it. Also you find rock with dirt over it, but I have never in my life seen rock fading into cement, always a fine line. MoDMaNiA, the only method i know is to move the edges/vertexes closer together.

Subject: C&C River Canyon is released!

Posted by [Anonymous](#) on Wed, 12 Feb 2003 16:10:00 GMT

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This is one of the best maps I have checked out. I have found no flaws in it dealing with vehicle movement. I checked every inch of the map for places that vehicles should not be able to go and didn't find a single mistake. Well done! Even Glacier Flying and C&C Canyon has places I can get a buggy/hummer to go that it shouldn't be able to go. If you want someone to look for vehicle movement issues in a map, let me know. I can usually find the issues with little trouble. Jakalth:jakalthbd@writeme.com

Subject: C&C River Canyon is released!

Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:26:00 GMT

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quote:Originally posted by flamin yawn:blending makes every NATURAL thing look good -- a grassy rock looks better than a regular old rock (to me)--and they make everything look smooth. but for man made things--like a tunnel, you wouldnt have a tunnel floor with a faintly visable rocky texture over it.this is what im talking about:<http://www.crypticwarning.com/matt/blending.JPG>Trust me, a fine line would have looked stupid. I changed it long ago because of that reason.

Subject: C&C River Canyon is released!

Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:26:00 GMT

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I dont really think it matters if a vehicle can go anywhere on the map.. all the more realistic. I mean yeah WW has it and everything but if they wanna go up there who's stoppin' em.

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Wed, 12 Feb 2003 18:56:00 GMT
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The only time when a vehicle being able to drive everywhere poses a problem is when that ability causes the vehicle to get jammed somewhere. Or when it allows the vehicle to shoot buldings and infantry without allowing others to see it or shoot at it.(like shooting through a wall they were able to drive behind be going outside of the map, also known as terrain cheating)

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Wed, 12 Feb 2003 19:13:00 GMT
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ill take your word ack, but i cant imagin it would look more weird than a cliff/metal texture...

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Thu, 13 Feb 2003 00:28:00 GMT
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im downloading it now what an amazingly short time between the release of sand and this!
great pace

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Thu, 13 Feb 2003 00:46:00 GMT
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Awesome map! Great gameplay, great potential with tactics, good concept. 2 things though, not that they matter too much:the assfault (sp?) is alpha blended on the rock--looks odd in my opinion.the the cliff texture is blended onto the tunnel floors (near the exits)--looks reallt weirdother than that, i like this map far more than glacier flying. keep up the good work.

Subject: C&C River Canyon is released!
Posted by [Anonymous](#) on Thu, 13 Feb 2003 00:48:00 GMT
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It looks better than no blending whatsoever.
