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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 01:51:00 GMT  
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Screenshots:<http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=104>  
Download:[http://www.cncrenegade.info/modules.php?name=Downloads&d\\_op=viewdownload&cid=27&orderby=dateD](http://www.cncrenegade.info/modules.php?name=Downloads&d_op=viewdownload&cid=27&orderby=dateD) [ February 16, 2003, 15:56: Message edited by: aircraftkiller2001 ]

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 04:23:00 GMT  
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I like the map, but there's a few glaring errors:1) Lights in the Construction Yard are hanging unsupported in midair: [Picture](#)2) Missing texture on the Nod Airstrip: [Picture](#)3) Bad join between wall and floor planes in the canyon leading from the Nod base: [Picture](#)4) Numerous visibility issues:First, lights in the tunnel suddenly disappear: [Picture 1](#) [Picture 2](#) Then, this where the tunnel overlooks the central area: [Picture 1](#) [Picture 2](#) And this where the tunnel exits by the GDI base: [Picture 1](#) [Picture 2](#) 4) Badly aligned texture in the tunnel: [Picture](#) Not a definitive list, just what I found in the ten minutes I spent looking at the map. Other than these errors, I quite like it.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 08:15:00 GMT  
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the bottom of the refinery silo disappears.<http://www.crypticwarning.com/matt/refineryerror.GIF>but this error effects gameplay:<http://www.crypticwarning.com/matt/tunnel.GIF>P.S the texture for the airstrip was not missing when i played it...

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 08:19:00 GMT  
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That could be something on my system then, but every other map I've got, the airstrip is ok. Very odd.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 08:39:00 GMT  
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If you downloaded his canyon map, then you will have the texture...

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 08:49:00 GMT  
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is the hamvee MEANT to be able to drive in the tunnels?

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 09:24:00 GMT  
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I haven't downloaded the canyon map. A map should have all the assets it requires included with it - it shouldn't be dependent on other third-party files.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 11:02:00 GMT  
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Typical ack map. I take the time to test over and over again until I get perfection (or at least something close to it.) He could've took 30 seconds to make a vehicle blocker in the tunnels.P.S. I would've made that badly alligned texture too. Not everyone is perfect.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 13:44:00 GMT  
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









Typical map, right... I'm one man, working overtime for free on a community of little kids who whine about everything. Typical... Right. But anyways, the vis stuff is the only real problem. The textures refused to align correctly, so I just left them as is. I'll get a 1.1 fix up immediately, I do appreciate you finding problems.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 13:54:00 GMT  
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quote:Originally posted by PiMuRho:I like the map, but there's a few glaring errors:1) Lights in the Construction Yard are hanging unsupported in midair: 2) Missing texture on the Nod Airstrip: 3) Bad join between wall and floor planes in the canyon leading from the Nod base: 4) Numerous visibility issues:First, lights in the tunnel suddenly disappear:   Then, this where the tunnel overlooks the central area:   And this where the tunnel exits by the GDI base:   4) Badly aligned texture in the tunnel:  Not a definitive list, just what I found in the ten minutes I spent looking at the map. Other than these errors, I quite like it.The Construction Yard interior is not a bug. Westwood designed

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them that way, as they did every other structure with the lamps in them. Take a look at the Tiberium Refineries, you won't see anything holding the lamps up either. Putting in the texture for the Nod Airstrip in the 1.1 version. Just fixed the misjoin by the back entrance of the Nod base. I had spotted it earlier, but forgot to fix it. Working on the tunnel visibility as soon as I export the W3D again. The map has a vehicle blocker on the back tunnel entrance now.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 15:57:00 GMT  
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Alright, it's all fixed... Plus some other stuff I got done. Go get it from Renegade Realm.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Sun, 16 Feb 2003 19:29:00 GMT  
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good show ACK! i hated to see such a great concept be ruined by little flaws like that.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 03:20:00 GMT  
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quote:Originally posted by aircraftkiller2001: Alright, it's all fixed... Plus some other stuff I got done. Go get it from Renegade Realm. You make good maps ACK, please dont rush them.

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 05:12:00 GMT  
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i want hover-lamps for my room too!

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Subject: C&C Basin version 1.1 is released!  
Posted by [Anonymous](#) on Mon, 17 Feb 2003 05:37:00 GMT  
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I also noticed that the transition from the tunnel to the ground has a big ledge, where you must jump to get into the tunnel. I can't post a screen now, but it is on the way to the other base. (The outside way, the way without the bridge)

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