
Subject: C&C Volcano Tunnel Replacement!

Posted by [Di3HardNL](#) on Sat, 27 Feb 2010 19:45:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

As you may have seen I was working on a replacement for the original fugly tunnels from the map C&C Volcano.

I finished it and now its time to share

Before you download it, check my video for the replacement to see al the modifications in it

<http://www.youtube.com/watch?v=QQUsfhDDS3A>

I'm afraid this will only work online aslong as you are NOT using Renguard (and RR?), because that will block this.

(check readme inside the rarfile how to install this)

I know it still has some minor bugs but I won't be fixing them. The reason why is that I would have to re-do all the LevelEdit work which is what I am to lazy for.

Download here ->

File Attachments

1) [C&C Volcano Tunnel Di3HardNL.rar](#), downloaded 375 times

Subject: Re: C&C Volcano Tunnel Replacement!

Posted by [crys992](#) on Sat, 27 Feb 2010 20:03:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

awesome

good job mate

Subject: Re: C&C Volcano Tunnel Replacement!

Posted by [Omar007](#) on Sat, 27 Feb 2010 21:24:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

As i said in the Mod Forum thread:

Awesome job

(You should join a mod team)

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [GoTTeM](#) on Sun, 28 Feb 2010 04:32:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

holy shit i might get lost playing in tunnels lol

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [zeratul](#) on Sun, 28 Feb 2010 04:50:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

AMAZING ill dl once my ren is working again

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Sean](#) on Sun, 28 Feb 2010 10:58:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can't use it as I use RG.

But I think theres lots of people who use RG/RR still...so they can't use this either

Edit: Because this map is so awesome. I'll talk to Blazer about adding it to exceptions in RG.

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [crysiss992](#) on Sun, 28 Feb 2010 12:06:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are no problems with rr. It works fine with it

btw RG sucks!

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Raptor RSF](#) on Sun, 28 Feb 2010 19:27:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice release, but not completely bugfree.

- 1) The lava has been deleted (by level-edit probably). Now i can only see blue down in that crater
- 2) Looks kind of weird at where the wooden planks are attached to the ground that seems to be hanging in air

3) Texture mapping bug (on the floor) at the tunnel that leads to the top of the mountain.

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [GoTTeM](#) on Sun, 28 Feb 2010 20:00:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

also for me, when i'm outside tunnels like in gdi or nod base everything is dark like it's night time, but when i get into tunnels it becomes light again. i havnt messed with my brightness settings so i dont think its something i did

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [ErroR](#) on Sun, 28 Feb 2010 20:30:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sounds like a vis problem

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Di3HardNL](#) on Sun, 28 Feb 2010 20:51:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

there are no vis problems that i know of, i made the sky darker because it made the tunnels look better. after that i added a little light inside the tunnels.

might made it a little to dark, but like i sayed i am not going to fix it because of the shitty LE work i would have to do all over again.

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [GoldDrag](#) on Sun, 28 Feb 2010 22:28:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

best mapping of you so far imo!

great work

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [GoTTeM](#) on Mon, 01 Mar 2010 01:35:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sun, 28 February 2010 14:51there are no vis problems that i know of, i made the sky darker because it made the tunnels look better. after that i added a little light inside the tunnels.

might made it a little to dark, but like i sayed i am not going to fix it because of the shitty LE work i would have to do all over again.

guess i'll just have to deal with it and use it anyways =3

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Taz](#) on Wed, 03 Mar 2010 22:51:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice work there die!
