

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Aircraftkiller](#) on Sun, 27 Jul 2003 06:23:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

With my new rig, I'm able to create much better terrain... These are three preview images of the Zama level, totally refurbished from its original condition.

The dark blue portion in the lake is the spring which feeds it. Walk up to it and you'll see water rippling from the pressure of the water pressing against the surface.

The ore mines.

This shows what the video didn't, a more complete preview of Zama Flying.

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Imdgr8one](#) on Sun, 27 Jul 2003 06:24:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

HELP! ACK HAS r0xx0rd my b0xx0rs!

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Aircraftkiller](#) on Sun, 27 Jul 2003 10:02:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Anubisz](#) on Sun, 27 Jul 2003 10:46:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

looks very good ack.

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Aircraftkiller](#) on Sun, 27 Jul 2003 20:43:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Aircraftkiller](#) on Sun, 27 Jul 2003 20:45:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [spreegem](#) on Tue, 29 Jul 2003 04:46:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why are you posting blank messages? adn the video was excellent, excpet you should have had the Original Hell March playing.

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Vitaminous](#) on Tue, 29 Jul 2003 04:50:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

it's called: "BUMP"

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [pulverizer](#) on Tue, 29 Jul 2003 07:44:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

wow that's great!!!  
Can you give some more screenshots ack?

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Sk8rRIMuk](#) on Tue, 29 Jul 2003 10:28:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Man that seriously r0xx0rs, that is so koool.

This mod is just getting better and better .

---

---

Subject: Renegade Alert Zama Flying Preview Images  
Posted by [Laser2150](#) on Tue, 29 Jul 2003 17:00:24 GMT

---

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

---

I think the map looks great!

But i would make a small suggestion, not a insult.

But does the textures on the roof of the cave bother you?

you should blend some other textures in the roof so you hardly notice the repetitiveness in that one texture. But the rest of your Level owns.

nice work ack! :thumbsup:

---

---

Subject: Renegade Alert Zama Flying Preview Images

Posted by [Wild1](#) on Tue, 29 Jul 2003 18:41:05 GMT

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

---

Another thing, the sand texture around the lake still looks like a grid. Any comment on that?

---

---

Subject: Renegade Alert Zama Flying Preview Images

Posted by [kopaka649](#) on Tue, 29 Jul 2003 19:19:28 GMT

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

---

spreegem adn the video was excellent, excpet you should have had the Original Hell March playing.I concur

---

---

Subject: Renegade Alert Zama Flying Preview Images

Posted by [Aircraftkiller](#) on Tue, 29 Jul 2003 20:36:21 GMT

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

---

All textures look like a grid when they're tiled. That's the entire point, textures \*are\* grids when tiled.

---

---

Subject: Renegade Alert Zama Flying Preview Images

Posted by [Wild1](#) on Tue, 29 Jul 2003 20:41:48 GMT

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

---

Thanks for clarifying that.

---