
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.

Subject: Re: New map Chrono_Canyon
Posted by [Nightcrawler](#) on Mon, 01 Mar 2004 12:54:29 GMT
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looks really coooooooooooooooooo!!!!!!!!!!!! .
How will the chrono thing work

Subject: New map Chrono_Canyon
Posted by [kawolsky](#) on Mon, 01 Mar 2004 17:13:55 GMT
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put some dark blue lighting or something under water and youve got a pretty damn good looking map there, nice job

Subject: New map Chrono_Canyon
Posted by [gendres](#) on Mon, 01 Mar 2004 18:25:28 GMT
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You could add some Alpha Blending to the walls and floor to make it look better, also, check out the "Realistic Water Tutorial", and when possible, use VIS to keep the map at a good FPS

Subject: New map Chrono_Canyon
Posted by [Genocide](#) on Mon, 01 Mar 2004 21:32:15 GMT
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What the hell is that!

First of all you look like a geek when i come to the forums your avatar puts me off, eww.

Try learning to map properly first then have a go at releasing something that people will play, it looks like what Renegade saw in the early days of official mapping, Learn Alpha Blending and maybe smoothing groups to sort out that horrible poity landscape.

Bad choice putting in that Red Chronosphere, it really does need help like revamping.

Dont complain to me ive offered my constructive criticism.

Subject: New map Chrono_Canyon

Posted by [htmlgod](#) on Mon, 01 Mar 2004 22:44:46 GMT

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Genocide, I would understand your incessant bitching.... except that you've seemingly never finished or released much of anything. I mean you seem to know how to do just about everything, but you don't, you just sit around and try to be ACK, except that ACK actually makes great maps and Renalert, of course, while you don't really ever do anything of value. (at least not without having your computer "get hacked.")

Subject: New map Chrono_Canyon

Posted by [maytridy](#) on Mon, 01 Mar 2004 23:01:28 GMT

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It needs alot of work, but to improve it you should: use alpha blending, fix the rock texture (too repetitive), make your terrain more realistic (smoother and better looking), and fix that water.

Subject: New map Chrono_Canyon

Posted by [Oblivion165](#) on Tue, 02 Mar 2004 00:12:28 GMT

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thanks guys, ill do that, i too have a big list of stuff to fix.

I always wanted to learn how you guys do that texture blend, with the different types of materials, so ill do that.

and as of my Avatar.....i am oblivion

man i am a geek, just that previous statement.

i still watch and like pokemon too, i read someone elses post that said somethign similar.

and my favorite show is Conan O'brian.

Thats geek all the way.

(im 17)

Subject: New map Chrono_Canyon
Posted by [Genocide](#) on Tue, 02 Mar 2004 00:16:36 GMT
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oblivion165 thanks for understanding.

<http://renhelp.co.uk> will help you alot.

Subject: New map Chrono_Canyon
Posted by [maytridy](#) on Tue, 02 Mar 2004 00:27:43 GMT
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Yeah man..Just fix up a few things, and I think that could be a great map!

Subject: New map Chrono_Canyon
Posted by [IRON FART](#) on Tue, 02 Mar 2004 00:44:37 GMT
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Yea, Alpha blend the walls and make it look more interesting.

The stuff on ground level looks alright. But looking off into the distance :S

Subject: New map Chrono_Canyon
Posted by [Oblivion165](#) on Tue, 02 Mar 2004 03:09:27 GMT
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yeah, its only my second map, so i didnt expect to blow anyone away.

Subject: New map Chrono_Canyon
Posted by [gendres](#) on Tue, 02 Mar 2004 16:14:25 GMT
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also, why is there a Chronosphere in the Soviet Base?

Subject: New map Chrono_Canyon
Posted by [Oblivion165](#) on Tue, 02 Mar 2004 16:55:35 GMT
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just to make it even, the chronospere, is a very good tool.

Subject: New map Chrono_Canyon
Posted by [Blazer](#) on Tue, 02 Mar 2004 18:44:28 GMT
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gendres,

That mini movie in your sig is cool, but please find something else to put there. That animated GIF is over a meg in size, and (I know its hard to believe) not everyone has a broadband connection

Subject: New map Chrono_Canyon
Posted by [gendres](#) on Tue, 02 Mar 2004 19:20:04 GMT
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sure, i'm cutting it down to only the chopper getting shot. sorry for the inconvenience.

Subject: tut
Posted by [FynexFox](#) on Fri, 05 Mar 2004 20:37:41 GMT
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can some one make me a tutorial on how to add it so if i add the plane over a ditch and go under it, and its supposed to be my water, how do i make it look like your acctually underwater? a good tut with pics please, thnks a lot!

Subject: New map Chrono_Canyon
Posted by [Cpo64](#) on Mon, 08 Mar 2004 23:35:15 GMT
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I would like to see more of the actuly lay out of the map...
