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Subject: Chrono Canyon

Posted by [Spice](#) on Tue, 18 May 2004 19:42:14 GMT

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Everything is alpha blended , added a waterfall , made the whole map itself a bit wider for more manuverablity for tanks , added a exit to the canyon so its not liek they fell in a cayon and started building a base , removed the chrono sphere , added a powerplant for both teams. Removed the walls and replaced them with destroyable ones , made the water so you dont walk ontop of it , added flying vechs and alot of other things. Ill finish it up tonight and send you the gmax file.

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