
Subject: Renegade Alert Ridge War
Posted by [Aircraftkiller](#) on Tue, 27 Apr 2004 06:32:39 GMT
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Got three of them for you right now. Having a hard time writing, just messed up that first sentence five times... It's 1:30 AM, been working all day long, came back and worked on RA for about five hours today.

Before I lose consciousness, here's three images you can look at to see the progress being made on Ridge War. The bulk of it is finished.

Subject: Renegade Alert Ridge War
Posted by [Slash0x](#) on Tue, 27 Apr 2004 15:38:17 GMT
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OMG! THAT LOOKS LIKE CRAP!!!

No, just kidding, looks great. KUDOS!

Subject: Renegade Alert Ridge War
Posted by [Oblivion165](#) on Tue, 27 Apr 2004 19:25:02 GMT
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looks great, but it does look like woods today or whatever.

Subject: Renegade Alert Ridge War
Posted by [Fabian](#) on Tue, 27 Apr 2004 20:02:39 GMT
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Aircraftkiller, if it weren't for the tunnel problem, and it's inability to use VIS, would you just use heightfield? Just curious.

Looks good, by the way.

Subject: Renegade Alert Ridge War
Posted by [kawolsky](#) on Tue, 27 Apr 2004 20:29:50 GMT
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looks good...

Subject: Renegade Alert Ridge War
Posted by [tooncy](#) on Tue, 27 Apr 2004 20:42:51 GMT
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WOAH! that looks GREAT!

Subject: Renegade Alert Ridge War
Posted by [tooncy](#) on Tue, 27 Apr 2004 20:43:54 GMT
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WOAH! that looks GREAT!

Subject: Renegade Alert Ridge War
Posted by [U927](#) on Tue, 27 Apr 2004 21:02:06 GMT
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WHOA! THAT LOOKS LIKE A DOUBLE POST!

Subject: Renegade Alert Ridge War
Posted by [TnTANDY](#) on Tue, 27 Apr 2004 22:22:38 GMT
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Looking good
Keep up the excellent work AK

Subject: Renegade Alert Ridge War
Posted by [pulverizer](#) on Wed, 28 Apr 2004 11:53:17 GMT
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SEAL Aircraftkiller, if it weren't for the tunnel problem, and it's inability to use VIS, would you just use heightfield? Just curious.

Looks good, by the way.

I think it would look less detailed with heightfield. and placing buildings is alot harder, it is possible to put buildings into heightfield (I've done it before).

Subject: Renegade Alert Ridge War
Posted by [Sanada78](#) on Wed, 28 Apr 2004 12:53:01 GMT
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Looking good, have to say a quite like the look of this one.

All heightfield does is create a piece of terrain that can, well, have lots of humps in it.

To be honest, it's crap.

Subject: Renegade Alert Ridge War
Posted by [Fabian](#) on Wed, 28 Apr 2004 22:20:44 GMT
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Not to say i don't like this map...

but (besides tunnels) how is this map different from a bunch of humps?

Subject: Renegade Alert Ridge War
Posted by [Aircraftkiller](#) on Wed, 28 Apr 2004 22:48:13 GMT
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How is real life terrain any different than dirt being randomly placed in different elevations after being carved out by the forces of nature, with rock being exposed as mountains, and trees growing in odd places?

If that's the way you want to look at it, then it's nothing more than some mountains, grass, trees, Ore Mines, and an underground river.

Sort of like real life.

Subject: Renegade Alert Ridge War
Posted by [Nodbugger](#) on Wed, 28 Apr 2004 22:51:06 GMT
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I was wondering about this and the view distance. are you going to make terrain that goes far enough to where you hit the edge of the map and dont see blank space? Because it would look pretty bad if you didnt do that.

Subject: Renegade Alert Ridge War
Posted by [Fabian](#) on Thu, 29 Apr 2004 01:11:49 GMT
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AircraftkillerHow is real life terrain any different than dirt being randomly placed in different elevations after being carved out by the forces of nature, with rock being exposed as mountains, and trees growing in odd places?

Exactly...so my question remains...if it werent for the underground things and VIS, would you just use heightfield?

Subject: Renegade Alert Ridge War
Posted by [Aircraftkiller](#) on Thu, 29 Apr 2004 03:27:18 GMT
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No, I only use heightfield for minor levels like a quick deathmatch.
