
Subject: Chrono Canyon

Posted by [Oblivion165](#) on Tue, 18 May 2004 04:07:57 GMT

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My old map, i never released it...in fact i forgot all about it.
but id hate it to goto waste, i found it on my old computer, from the LAN days.

well some of you might remeber it.

Its not that good. I didnt even know how to alpha blend. Or how to make a proper .Mix

RenAlert Only

<http://www.dr-oblivion.com/Chronoshift.zip>

Subject: Chrono Canyon

Posted by [Spice](#) on Tue, 18 May 2004 04:24:54 GMT

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sechce Downlaoding it now. Btw i was playing your renalert map Desert glory and wondering if you wouldnt mind redoing that and fixing it. Or letting me add on to it and fix the terrain errors and retexture it.

Subject: Chrono Canyon

Posted by [Oblivion165](#) on Tue, 18 May 2004 04:38:23 GMT

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By all means knock yourself out, that was my first map. Its not accurate on things.

Id loved to see it remade. I would give you the gmax file, but i cant find it.

Subject: Chrono Canyon

Posted by [Oblivion165](#) on Tue, 18 May 2004 04:50:48 GMT

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i found my 4th post:

Quote:Ive been to renhelp, but i didnt see anything about a.i spawners, and i didnt create a script folder so i guess sims are trouble. got a link?

Now my tutorial on bot making is on RenHelp. Weird about things like that.

(has nothing to do with this post, its just weird to me.)

Subject: Chrono Canyon

Posted by [Spice](#) on Tue, 18 May 2004 05:24:31 GMT

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LOL I read that tutorial too ... would you mind giving me this map's gamx file and I fix the terrain errors and send it back to you. I noticed the mesh for the ref wasnt welded right and alot of colision properties are wrong Im l33t in gmax but not good at all in level edit. So i can send it back to you and you can take full credit. Also what does the chronosphere do

Subject: Chrono Canyon

Posted by [Oblivion165](#) on Tue, 18 May 2004 05:27:54 GMT

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I would never take full credit. I would have to add your name to the credits.

Refinery? Oh! yeah that place where the dirt shows through.
Yeah ill get those files together.

You can get the chronoshpere to work? did you jump into the spinny things in the basement?

I would love to redo that too, but they already have the chronoshpere, so no need really.

I made that long ago, i can do much better stuff now.

Subject: Chrono Canyon

Posted by [Spice](#) on Tue, 18 May 2004 05:42:54 GMT

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Oh ok. That map has ALOT of potential. Great layout and I also think you should add flying vechs.

Subject: Chrono Canyon

Posted by [Oblivion165](#) on Tue, 18 May 2004 17:20:43 GMT

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Thank you.

i agree about the flying vech, at this time i ddint even know about the hidden mesh, vech blocker.

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.

Subject: Chrono Canyon

Posted by [The_Chaotic_One](#) on Tue, 18 May 2004 19:56:44 GMT

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dude, make a Renegade version of this shit! I have a bad connection so I really don't want to download RenAlert . But I would like to see a Renegade version.

Subject: Chrono Canyon

Posted by [Spice](#) on Tue, 18 May 2004 20:15:07 GMT

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Do you have a bigger pic of that avatar pic you have. I want it

Subject: Chrono Canyon

Posted by [The_Chaotic_One](#) on Tue, 18 May 2004 20:33:24 GMT

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Yeah, here it is.

http://www.zellfantasy.it/strateKH/sephiroth_b.jpg

Now make the Crono Canyon for Renny...

Subject: Chrono Canyon

Posted by [Oblivion165](#) on Tue, 18 May 2004 20:37:55 GMT

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EXdeath7Everything 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.

That sounds great Ex, Youve put alot of work into it

Subject: Chrono Canyon

Posted by [icedog90](#) on Wed, 19 May 2004 06:27:15 GMT

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You should really learn how to alpha blend, it's very useful and great, and easy to learn. Also, there are some neat tricks to blending more than two times, like detatching.

Subject: Chrono Canyon

Posted by [Spice](#) on Wed, 19 May 2004 06:45:54 GMT

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He knows how to now. Im redoing it. I have to start over , so ill finish it later. File went corrupt for some reason. Its so leet right now

Subject: Chrono Canyon

Posted by [The_Chaotic_One](#) on Wed, 19 May 2004 12:20:54 GMT

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Remember to make it a Renegade Map
