Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Mon, 09 Dec 2002 19:21:00 GMT
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Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Mon, 09 Dec 2002 19:47:00 GMT
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awsome, i cant wait to take a boat out and sneakin in the enemys back door. but i gots questions,1)what happens if your in a boat and it is destroyed? will you die (most likely)2) how do you keep guys from going to deeper waters and looking stupid when there is no underwater enviroment? is there a blocker in place so they cant get there and on the other side there is a infantry kill zone? or do the boats just stay in shallow water (***)

Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Mon, 09 Dec 2002 21:09:00 GMT
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Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Tue, 10 Dec 2002 09:00:00 GMT
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Yeah how will the submarine work???cuz renegade had horrible underwater area... are you gonna make a new underwater area so it looks better?

Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Tue, 10 Dec 2002 14:16:00 GMT
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Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Tue, 10 Dec 2002 15:18:00 GMT
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The map looks too rectangular.

Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Tue, 10 Dec 2002 19:58:00 GMT
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quote:Originally posted by OrcaPilot26:The map looks too rectangular.From above, yes, it does. From ground level, no, it doesn't.

Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Tue, 10 Dec 2002 19:59:00 GMT
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quote:Originally posted by OrcaPilot26:The map looks too rectangular.Just like your head.

Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Tue, 10 Dec 2002 20:52:00 GMT
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just like your bed. WOAH! Zinggggg!

Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Wed, 11 Dec 2002 18:03:00 GMT
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Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Wed, 11 Dec 2002 18:22:00 GMT
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Heh heh heh..

Subject: Preview of the second Renegade Alert map, Currents! Naval en
Posted by Anonymous on Sat, 14 Dec 2002 00:38:00 GMT
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WOW!!!You made a plane, moved some vertexes, did some alpha blending and then you call this **** a map?i have seen better maps made by noobs who put more effort in it than youyou can only make good maps if ww supports you

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