
Subject: C&C Volcano Tunnel Replacement!
Posted by [Di3HardNL](#) on Sat, 27 Feb 2010 19:45:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

As you may have seen I was working on a replacement for the original fugly tunnels from the map C&C Volcano.

I finished it and now its time to share

Before you download it, check my video for the replacement to see al the modifications in it

<http://www.youtube.com/watch?v=QQUsfhDDS3A>

I'm affraid this will only work online aslong as you are NOT using Renguard (and RR?), because that will block this.
(check readme inside the rarfile how to install this)

I know it still has some minor bugs but I won't be fixing them. The reason why is that I would have to re-do all the LevelEdit work which is what I am to lazy for.

Download here ->

File Attachments

1) [C&C Volcano Tunnel Di3HardNL.rar](#), downloaded 404 times

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [crisis992](#) on Sat, 27 Feb 2010 20:03:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

awesome
good job mate

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Omar007](#) on Sat, 27 Feb 2010 21:24:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

As i said in the Mod Forum thread:

Awesome job

(You should join a mod team)

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [GoTTeM](#) on Sun, 28 Feb 2010 04:32:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

holy shit i might get lost playing in tunnels lol

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [zeratul](#) on Sun, 28 Feb 2010 04:50:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

AMAZING ill dl once my ren is working again

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Sean](#) on Sun, 28 Feb 2010 10:58:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can't use it as I use RG.

But I think theres lots of people who use RG/RR still...so they can't use this either

Edit: Because this map is so awesome. I'll talk to Blazer about adding it to exceptions in RG.

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [crisis992](#) on Sun, 28 Feb 2010 12:06:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are no problems with rr. It works fine with it

btw RG sucks!

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Raptor RSF](#) on Sun, 28 Feb 2010 19:27:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice release, but not completely bugfree.

- 1) The lava has been deleted (by level-edit probably). Now i can only see blue down in that crater .
 - 2) Looks kind of weird at where the wooden planks are attached to the ground that seems to be hanging in air
-

3) Texture mapping bug (on the floor) at the tunnel that leads to the top of the mountain.

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [GoTTeM](#) on Sun, 28 Feb 2010 20:00:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

also for me, when i'm outside tunnels like in gdi or nod base everything is dark like it's night time, but when i get into tunnels it becomes light again. i havnt messed with my brightness settings so i dont think its something i did

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [ErroR](#) on Sun, 28 Feb 2010 20:30:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sounds like a vis problem

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Di3HardNL](#) on Sun, 28 Feb 2010 20:51:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

there are no vis problems that i know of, i made the sky darker because it made the tunnels look better. after that i added a little light inside the tunnels.

might made it a little to dark, but like i sayed i am not going to fix it because of the shitty LE work i would have to do all over again.

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [GoldDrag](#) on Sun, 28 Feb 2010 22:28:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

best mapping of you so far imo!

great work

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [GoTTeM](#) on Mon, 01 Mar 2010 01:35:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sun, 28 February 2010 14:51there are no vis problems that i know of, i made the sky darker because it made the tunnels look better. after that i added a little light inside the tunnels.

might made it a little to dark, but like i sayed i am not going to fix it because of the shitty LE work i would have to do all over again.

guess i'll just have to deal with it and use it anyways =3

Subject: Re: C&C Volcano Tunnel Replacement!
Posted by [Taz](#) on Wed, 03 Mar 2010 22:51:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice work there die!
