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Subject: C&C\_Fjord Beta 3

Posted by [Aircraftkiller](#) on Wed, 14 Sep 2011 04:30:14 GMT

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Here's the definitive, non-VIS edition of Fjord. I'll be attempting to get VIS running on it tonight and tomorrow. If it succeeds I'll implement it into the final version.

You will need Scripts 4.0 to run Fjord, so make sure you install it. For those of you who beta tested it privately, go to your Renegade folder in the My Documents folder, open Clients folder, and delete C&C\_Fjord.thu before you attempt to play.

Download: <http://www.3dholmes.com/downloads/Renegade/FjordB3.rar>

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Subject: Re: C&C\_Fjord Beta 3

Posted by [crazfulla](#) on Wed, 14 Sep 2011 12:36:16 GMT

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Nice avatar you got there nigs

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Subject: Re: C&C\_Fjord Beta 3

Posted by [TankClash](#) on Wed, 14 Sep 2011 22:48:08 GMT

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Nice to see the vehicles aren't doing crazy circles on the airstrip anymore.

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Subject: Re: C&C\_Fjord Beta 3

Posted by [Intradox](#) on Thu, 15 Sep 2011 20:46:19 GMT

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Quite an awesome map.

An unrelated question, what does VIS mean or stand for? I know it's probably a noob question but I've been wondering this...

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Subject: Re: C&C\_Fjord Beta 3

Posted by [Aircraftkiller](#) on Thu, 15 Sep 2011 21:09:36 GMT

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It's a type of culling system in Renegade. It hides geometry that you can't see from a given location, improving frame rates.

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Subject: Re: C&C\_Fjord Beta 3  
Posted by [Intradox](#) on Thu, 15 Sep 2011 22:16:30 GMT  
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Oh I see, that makes sense now. Thanks.

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