IMPORTANT: REMOVE ALL OTHER "C&C_Hourglass_Flying_xxx" files in your data folder. The only files in your data folder pertaining to this map should be C&C_Hourglass_Flying.mix (and .thu if you've run the map). Having other versions will cause collision errors and will cause missing textures

On a similar note, people are still seeing the ground as dirt + black instead of dirt + grass. Clean the shit out of your data folder. Something in there is messing with the map textures. For example, Reaver11's screenshots show what you should NOT see. Make sure there isn't a grass.tga or grass.dds in your data folder.

First, I'd like to thank everyone for looking for bugs. Second, I'd really like to see a couple large games to confirm that the ranges of the AGT/OB need to be changed. I'm kinda uneasy about changing stuff like that (although I'm told some official maps have custom ranges).

Also, there will not be building ramps. Ramps make roof beaconing legitimate, and if there's one gameplay change I insist on making in my map, it's roof beaconing. Currently if you try to roof beacon you will die.

As for the waterfall being ugly, Renegade isn't high in the special effects department. This is probably as good as it's gonna get on this engine. I think it's certainly an improvement from the waterfalls in C&C_Hourglass.

I guess I'd better start a bug list:

-The ranges of the AGT and Obelisk need to be looked into.

-The blocker for the "waterfall hole" for vehicles should be a simple manhole cover. Currently it is a slanted wall "leaning" against the cliff.

-Hand of Nod and Airstrip need vehicle blockers so they cannot enter the buildings. To be safe, put vehicle blockers on all building entrances on both sides.

-The War Factory smoke stacks are missing collision settings.

-There is a geometry seam on the left side of the underground river where the cliff meets the ground.

-barrel.w3d needs to have an invisible vehicle blocker around it to prevent people from getting stuck on it in vehicles.

-The large deciduous tree and grass around the back of the WF are floating.

Finally, here's a map of the level. You can use it to point out "tactical" bugs. Things like, the AGT

should be placed to here and have this range.

File Attachments

1) hourglass_bugmap.jpg, downloaded 574 times

approx 20 meters