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Subject: C&C\_Duel\_Arena v1.1

Posted by [Halo38](#) on Sun, 31 Aug 2003 13:22:55 GMT

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1. But everyone will still have the old version, if i name it something different (i'm keeping it the same so when people download the new they'll over right the old file and the conflicts solving the problem)

2. I think i know whats wrong i resized the n\_ped texture but forgot to rename it this is most likely the problem (i thought the 15 character rule only applied to w3d's)

Edit: i'm pretty sure it's the above as i was playing on renstation last night and that texture was plain black on Tib\_pit 3)

I'll sort it out today, I'll be on MSN

Edit2: I have fixed the conflict just tested it on renstation online and every thing is working. I've also updated the teleporter models (v1.3) so the new texture (n\_pedpmc.tga) is standard and correct across all models. I also reduced the material types by a significant amount get v 1.3 here they'll improve map performance <http://www.laeubi.de/halo38/?cat=modfiles>

And for the 5 people that downloaded version 1.2 of the teleporters please update

Edit3: Sorry for my arogance

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