
Subject: Re: Renx crash...

Posted by [c0vert7](#) on Tue, 22 Jan 2013 01:02:32 GMT

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Heres a few of the elaborate tunnel system where the teams will merge for any wanted hand to hand combat, one of many tunnel systems in the map.

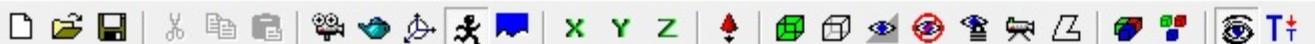
This will be one of the main areas of fighting I believe as it stems from both base entrances.

File Attachments

1) [1.jpg](#), downloaded 833 times

Untitled.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplay\mp - gdi advanced guard tower
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplay\mp - gdi barracks\bar_pct_main
Targa: Failed to open file "b_gdi_grndrep.tga"

2) [2.jpg](#), downloaded 816 times



Targa: Failed to open file "b_nod_grndrep.tga"
Invalid TGA format used in C:\Program Files\y8

Invalid TGA format used in C:\Program Files (x86)\Renegade\Public\Tools\LevelEdit\NewMan\apiles\building aggregates - multiplay.vmp - nod air tower\air_pct_main.vmp

Invalid TGA format used in C:\Program Files (x86)\RenegadePublic\Tools\LevelEdit\NewMap\tiles\building_aggregates - multiplay\mp - nod air tower\obj_clr_arw