
Subject: Re: Renx crash...

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

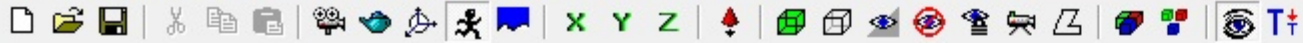
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Heres a few of the elaborate tunnel system where the teams will merge for any wanted hand to hand combat, one of many tunnel systems in the map.

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

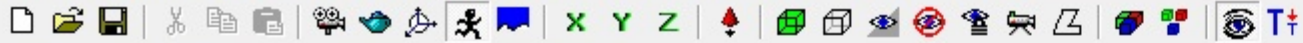
File Attachments

1) [1.jpg](#), downloaded 276 times



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_ma
Targa: Failed to open file "b_gdi_grndrep.tga"

2) [2.jpg](#), downloaded 263 times



Targa: Failed to open file "b_nod_gmdrep.tga"
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplayer\mp - nod air tower\atr_pct_ma
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplayer\mp - nod air tower\ob_clr_arw