Hello everyone, this is Webmas7er, seeing as I needed to reinstall Renegade just to play Reborn I decided to see how the servers were doing in Renegade and was amazed to see a spike in player activity and more filled servers.

Also, seeing that so many people were upset about the Nod Survival Project coming to a pre-mature close I decided to go back and revise my work and finish that server-side edition. If people really like it then I'll do more server-side versions, if not then I'll not lift my finger on another modding project again.

I'll be reinstalling my tools and getting to work soon.

If anyone found bugs in the map please post a reply here.
If anyone has any suggestions on how to improve the map overall please post a reply here.

Nod Survival will be updated more than likely and there will be a newer release of the map.

Good luck.

~Zack

[REQUEST] I need the following texture: gdi_base2.tga

Someone please upload so I can add it into the map and we'll have all the textures.

Good to hear Good Luck

Subject: Re: [Revived] Nod Survival Project
Posted by Jerad2142 on Wed, 05 Mar 2008 15:34:33 GMT
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Brandon wrote on Tue, 04 March 2008 18:06[REQUEST] I need the following texture:
gdi_base2.tga

Someone please upload so I can add it into the map and we'll have all the textures.
Sorry, I had no luck finding it, I think I had it before my last formate.

Subject: Re: [Revived] Nod Survival Project
Posted by The Executor on Wed, 05 Mar 2008 17:17:39 GMT
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rename gdi_base.tga to gid_base2.tga and put it in data. Um there are some clipping errors in the map.

Subject: Re: [Revived] Nod Survival Project
Posted by ExEric3 on Wed, 05 Mar 2008 18:31:04 GMT
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LoL Brandon...

Subject: Re: [Revived] Nod Survival Project
Posted by R315r4z0r on Wed, 05 Mar 2008 20:06:26 GMT
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Reborn is standalone... I thought you didn't need Renegade to run it..?

Subject: Re: [Revived] Nod Survival Project
Posted by Lone0001 on Wed, 05 Mar 2008 20:38:29 GMT
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You need the renegade serial. Other than that I think it is pretty much standalone.

Subject: Re: [Revived] Nod Survival Project
Posted by Brandon on Wed, 05 Mar 2008 21:31:30 GMT
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Could you elaborate on "clipping errors" for me? Post some screenshots if you can too.

Also, I'm glad to see I have some supporters