
Subject: Some default maps has conflicts (or however you put it as)

Posted by [Tupolev TU-95 Bear](#) on Tue, 13 Mar 2012 19:29:41 GMT

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I've just started getting back into renegade and I've updated to Beta 4 is it? Anyhoo, I've noticed some maps such as Under, Canyon and walls has parts where the ground is darker than the others. The only files I have in my Data folder is .dat files, .dds (soldiers, tanks only) and .mix, ini files (dazzle came from fjords map). I've got screenshots in a .zip format. I apologize if this is in the wrong section but I noticed this prior to updating.

File Attachments

1) [gjhadjhfr.zip](#), downloaded 140 times

Subject: Re: Some default maps has conflicts (or however you put it as)

Posted by [jonwil](#) on Thu, 15 Mar 2012 06:53:05 GMT

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Talked to Saberhawk and he said that these screenshots are indicative of map bugs rather than scripts bugs.
