
Subject: Re: W3D viewer "Internal Application Error"
Posted by [Naamloos](#) on Sun, 25 Dec 2005 00:12:50 GMT
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I cut it up a bit more and it seemed to work. It wasn't textured yet though.

Anyway, I just finished most of the texturing so here are some W.I.P. screens.

<http://www.n00bstories.com/image.fetch.php?id=1169067651>

<http://www.n00bstories.com/image.fetch.php?id=1040952017>

Yes I noticed the strange texture bugs near the bases, but I couldn't find any beter textures. If anyone knows where I can get some decent snow/ice textures, please tell me.

I am still going to add a tunnel complex which will work a bit differently then on normal renegade maps. But I'll tell more about that later.

Suggestions welcome.
