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Subject: Long time, no see...

Posted by [Slash0x](#) on Tue, 21 Aug 2007 04:37:15 GMT

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Greetings all! It has been a freak'n LOOOOOOOOOOONG time since I've visited this community. Been almost about 4-5 years now if feels like, but probably a little shorter... haha.

Anyways, as I was rumbling through some older stuff with Exdeath, he suggested I should post some screenies of a level that I have neglected to finish. Off and on I've been working on it, but I never completed it. Still lacks 2 map areas unfinished and unused (without a purpose atm) and a few models that I haven't been motivated to model either... anyways, here's a few screenies since Exdeath suggested so...

Not that this is a guarantee structure of the leve, but it's suppose to be progressional; you cannot proceed without killing atleast the primary bosses...

Special note: This map isn't for release, but if I ever got off my fat ass, it could be... ;P

Enjoy! ^=^

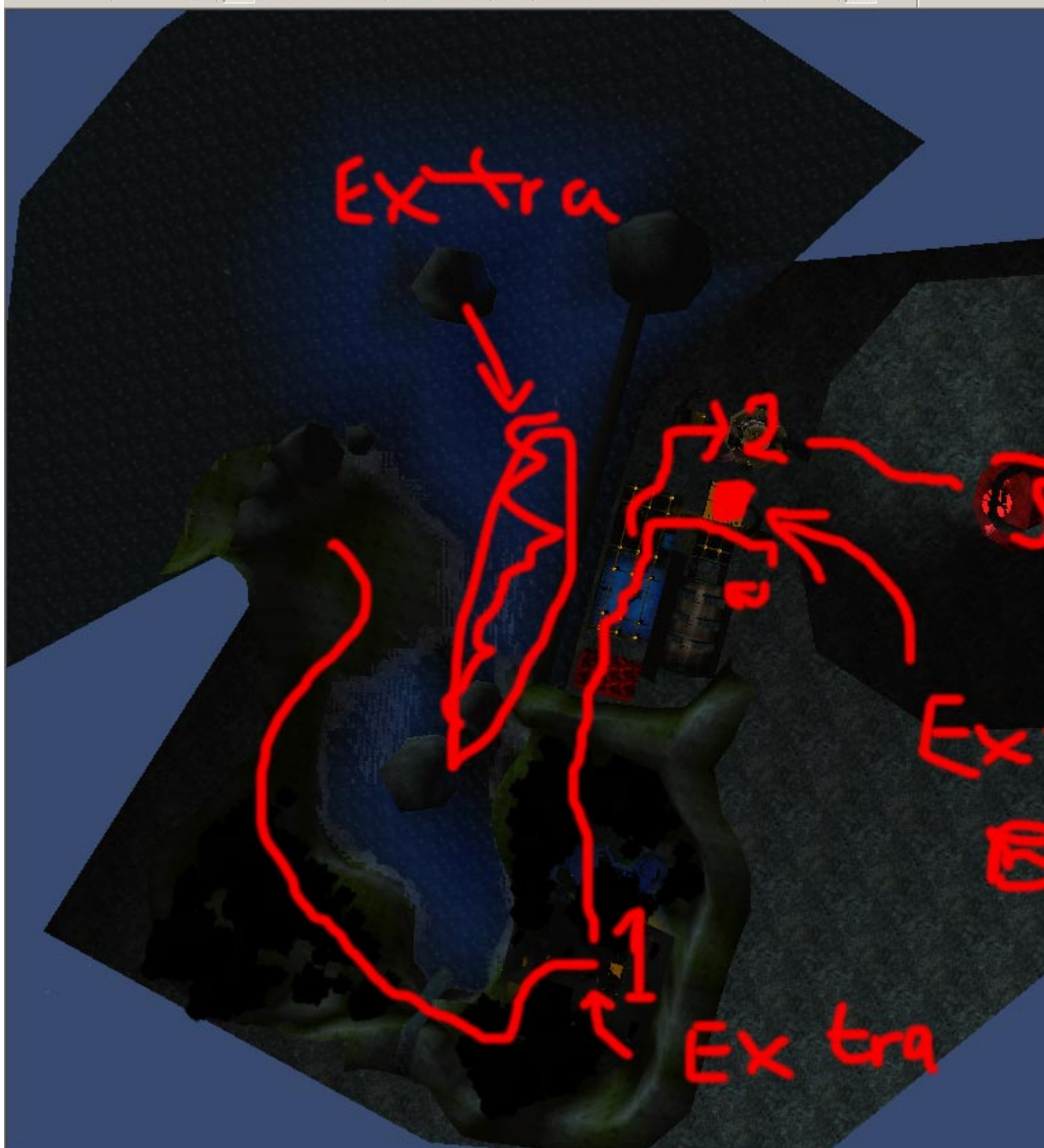
Slash0x

PS: These were all saved with the "save for web" function, so that should help out.

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## File Attachments

1) [test.jpg](#), downloaded 610 times



TimeManager::Update: warning, frame 10497 was slow (10850 ms)  
 TimeManager::Update: warning, frame 10739 was slow (28333 ms)  
 TimeManager::Update: warning, frame 10740 was slow (3930 ms)

2) [test4.jpg](#), downloaded 612 times

M13.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\levels\reflect\_x.tga - only 24 and 32 bit formats should be used!  
Targa: Failed to open file "FLR\_TMPL.TGA"  
Invalid texture size, scaling required. Texture: C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\characters\nod mini-gunner\LightningBolt.tga, size:

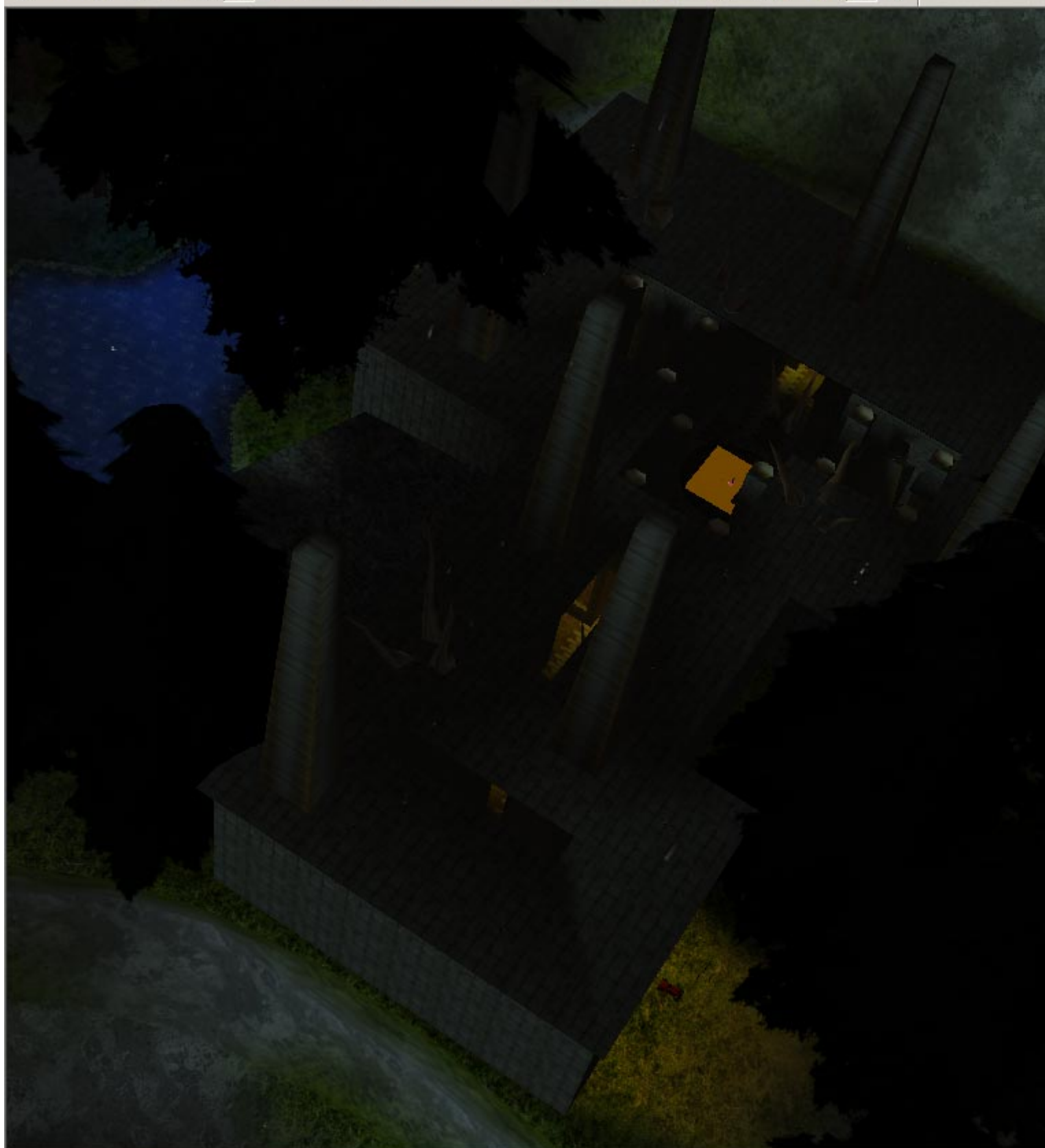
Ready

3) [test2.jpg](#), downloaded 599 times



M13.lvl - Commando Level Editor

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Map Screen Hits: 0

Menu Screen Hits: 0

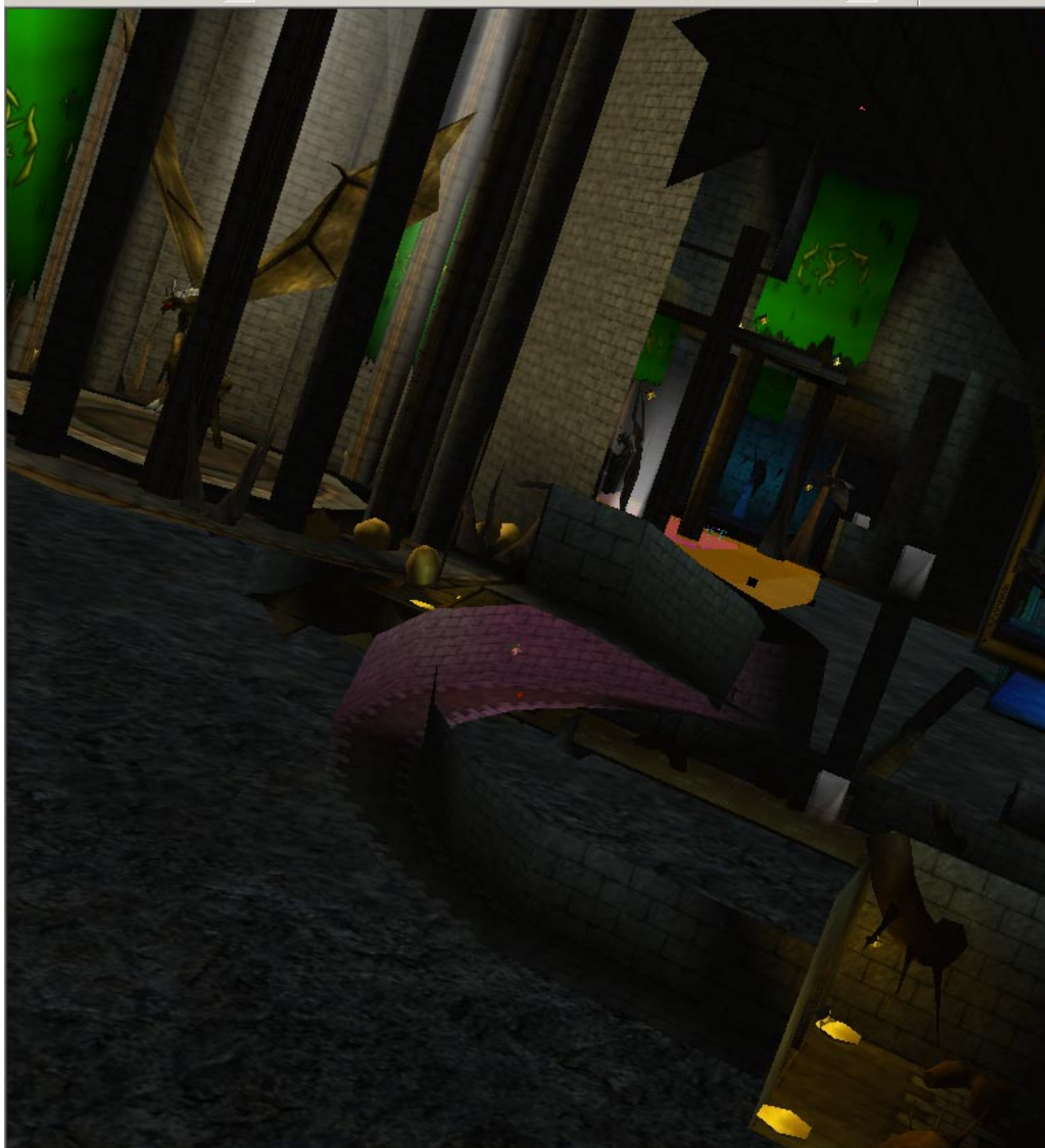
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\levels\reflect\_x.tga - only 24 and 32 bit formats should be used!

Ready

4) [test3.jpg](#), downloaded 605 times

# M13.lvl - Commando Level Editor

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Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\levels\reflect\_x.tga - only 24 and 32 bit formats should be used!  
TimeManager::Update: warning, frame 1771 was slow (20848 ms)  
Targa: Failed to open file "FLR\_TMPL.TGA"

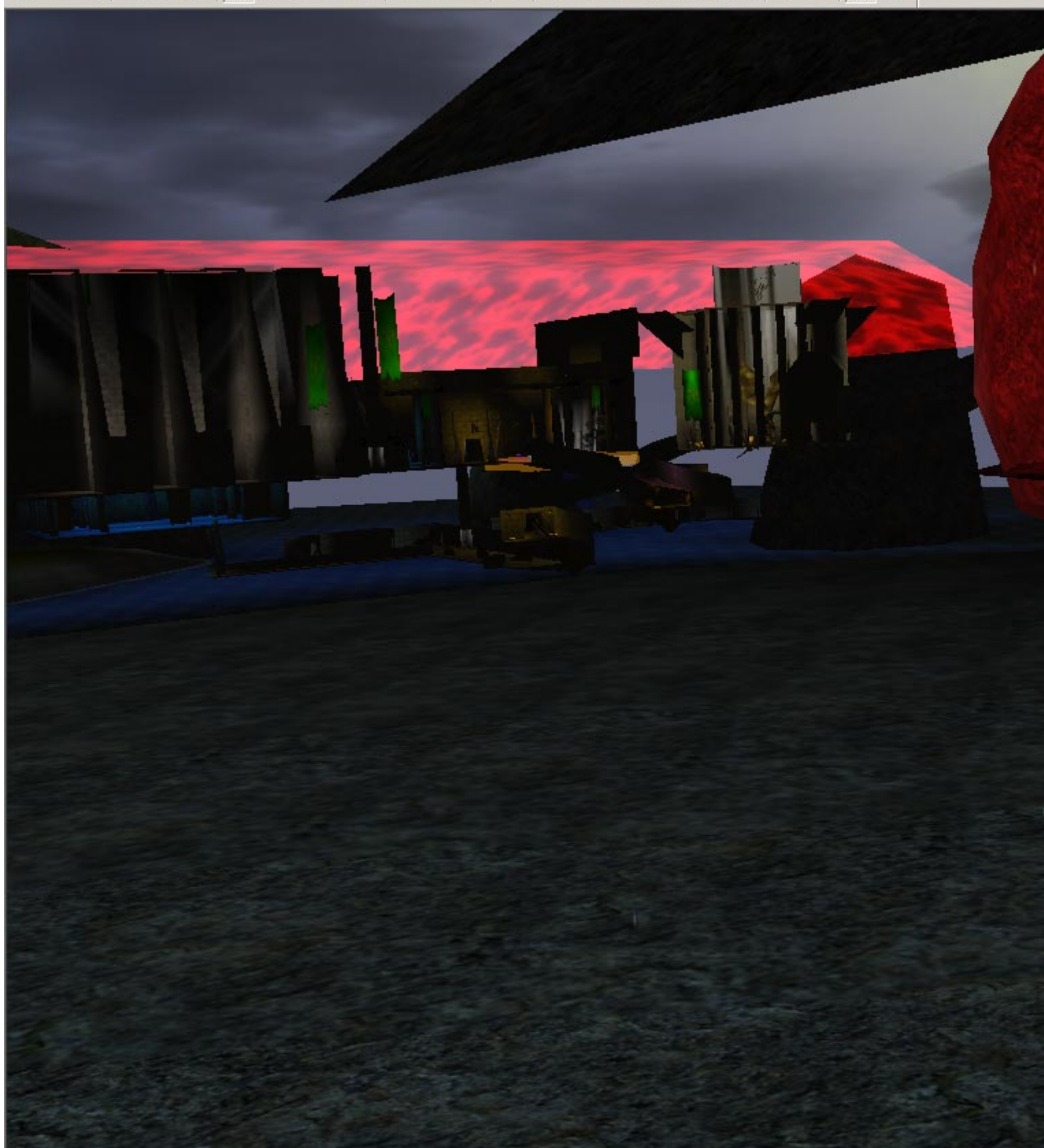
Ready



5) [test5.jpg](#), downloaded 596 times



File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets Report



Objectives Hits: 0  
Map Screen Hits: 0  
Menu Screen Hits: 0

Ready

6) [test6.jpg](#), downloaded 583 times



7) [test7.jpg](#), downloaded 576 times



8) [test8.jpg](#), downloaded 590 times

