
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 LOOOOOOOOOONG 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

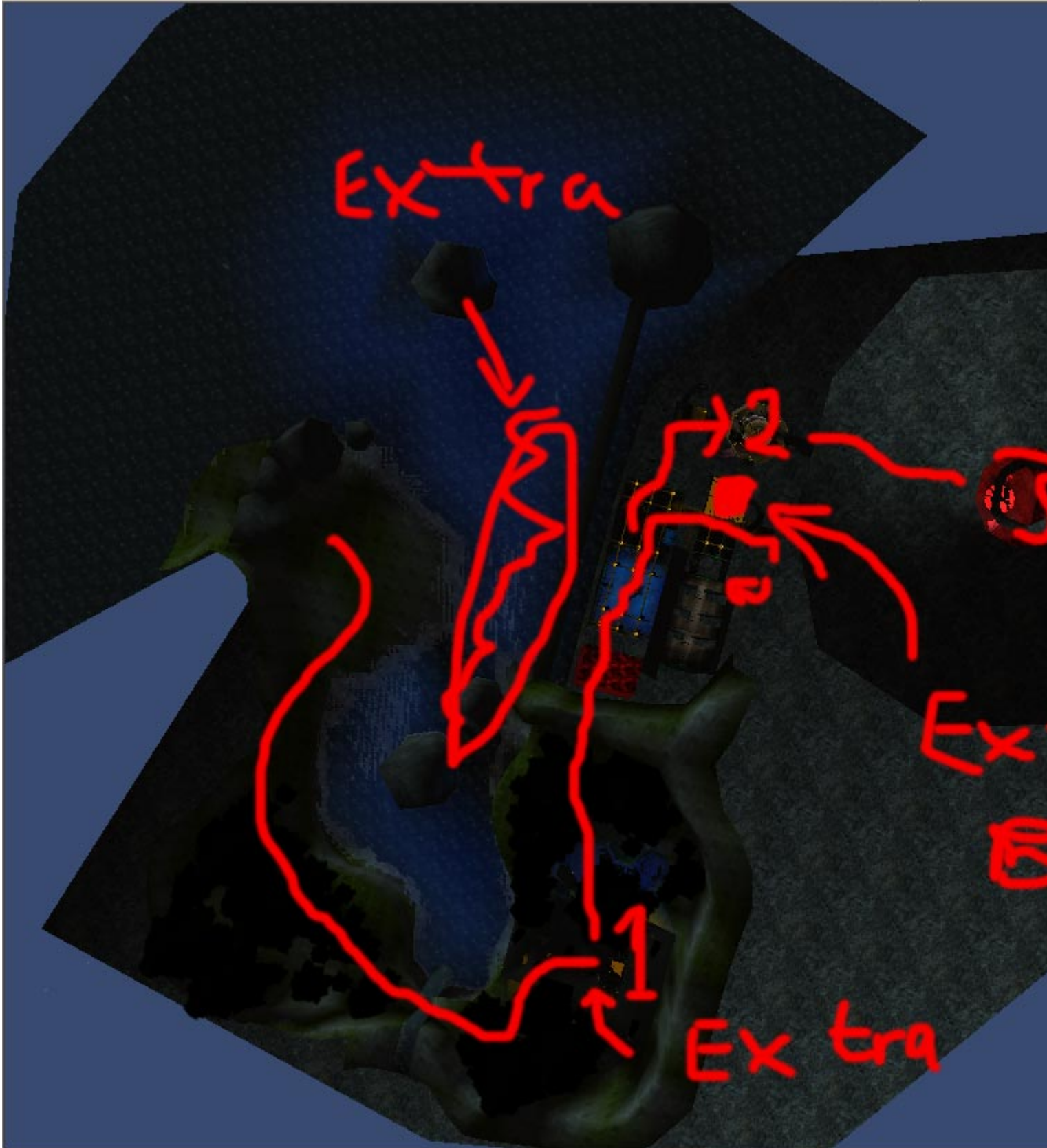
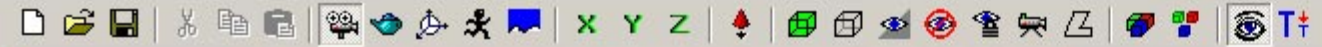
Enjoy! ^=^

Slash0x

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

File Attachments

1) [test.jpg](#), downloaded 506 times

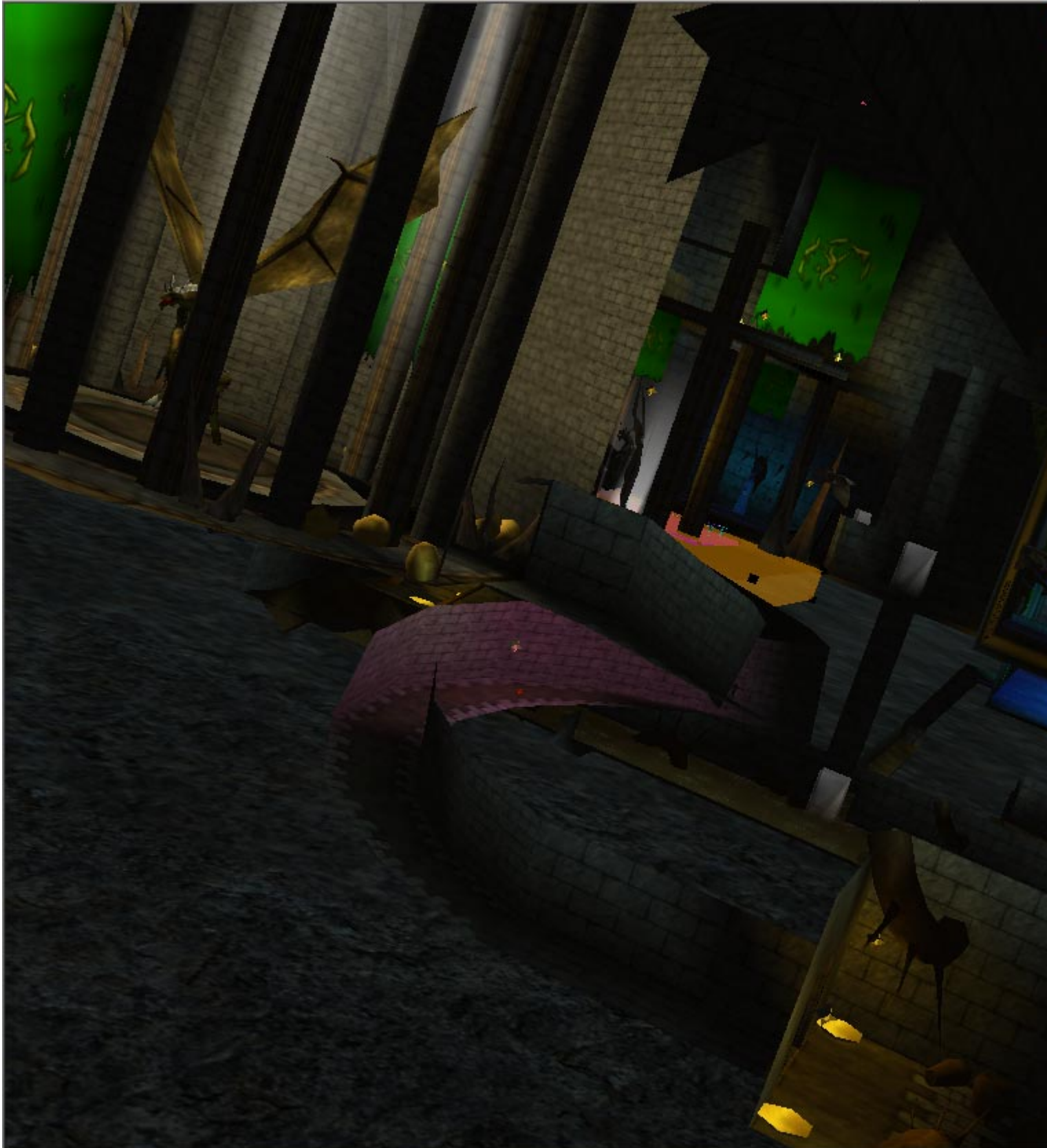
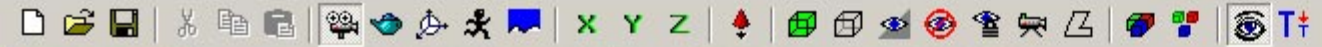


TimeManager::Update: warning, frame 10497 was slow (10850 ms)
TimeManager::Update: warning, frame 10739 was slow (28333 ms)
TimeManager::Update: warning, frame 10740 was slow (3930 ms)

2) [test4.jpg](#), downloaded 505 times

3) [test2.jpg](#), downloaded 493 times

4) [test3.jpg](#), downloaded 497 times



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"

5) [test5.jpg](#), downloaded 484 times

6) [test6.jpg](#), downloaded 475 times



7) [test7.jpg](#), downloaded 467 times



8) [test8.jpg](#), downloaded 481 times

