
Subject: Re: Release : TV in Barracks

Posted by [Di3HardNL](#) on Fri, 08 Aug 2008 18:17:43 GMT

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madrackz wrote on Fri, 08 August 2008 06:27Di3HardNL wrote on Fri, 08 August 2008 02:06IronWarrior wrote on Thu, 07 August 2008 18:13Pretty cool, does this work in MP?

Yes it works in MP. I only release stuff wich works online

How you got the model work in mp? my modified buildings didnt worked for me, jzst vehs guns and chars

And are you just trying to crash us? the bar is crashing my game like your harvester

Well just find in XCCmixer, you will see some MG files for multiplayer buildings for barracks search on MGBAR_ you will find a couple of w3ds, check them out in w3dviewer. just edit 1 that doesnt have much stuff in it so you wont miss it in the barracks.

And by the way madrackz, maybe its because the texture is to big file for you renegade? try delete those 2 4 mb textures and start up renegade. If it works then, simply make the textures smaller in photoshop then it will work i guess
