
Subject: CnC lightwave

Posted by [Halo38](#) on Mon, 18 Aug 2003 11:39:19 GMT

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Dante

missing texture for the Nod Teleporters

Describe the location of the missing texture, or a screen would be good, this may have been my bad

Edit: I download and played and had a look I XCC mixer i think your missing 'N_Ped.tga' the inside floor and roof texture and 'circular_grate1.tga' the outside top texture.

Nice layout, tunnels are a bit long mind
