Subject: Re: Renx crash...

Posted by covert7 on Tue, 22 Jan 2013 01:02:32 GMT

View Forum Message <> Reply to Message

Heres a few of the elaborate tunnel system where the teams will merge for any wanted hand to hand combat, one of many tunnel systems in the map.

This will be one of the main areas of fighting I believe as it stems from both base entrances.

File Attachments

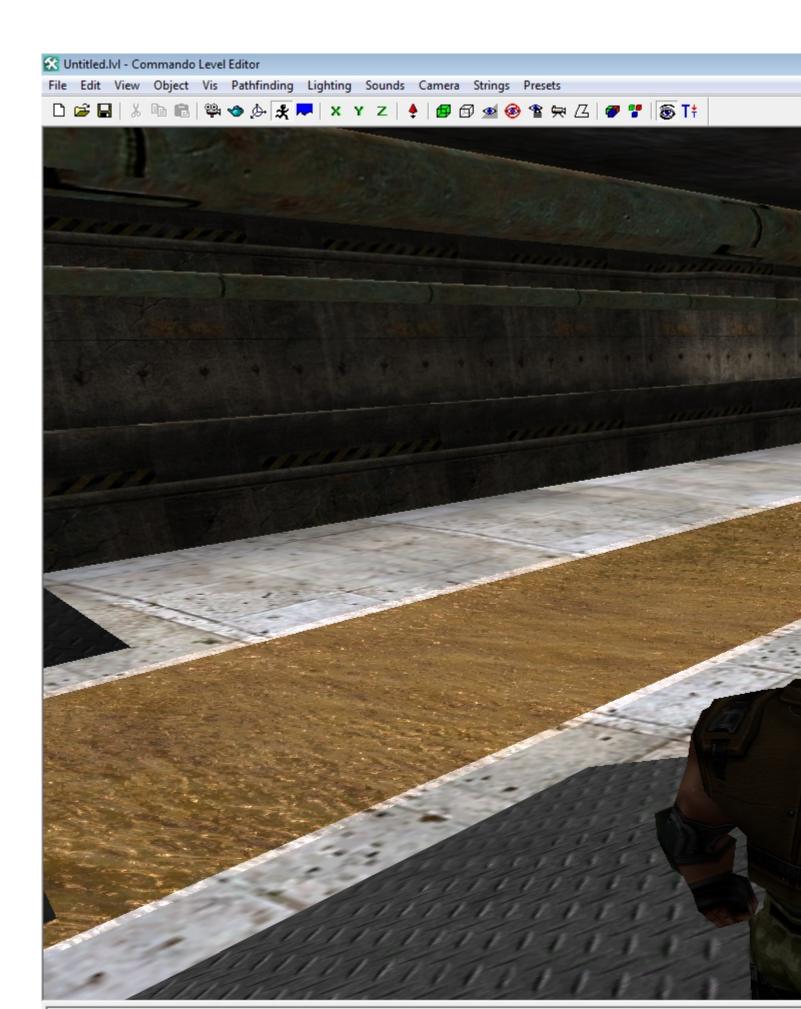
1) 1.jpg, downloaded 655 times

Page 1 of 4 ---- Generated from Command and Conquer: Renegade Official Forums



Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplay\mp - gdi advanced guard tow Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplay\mp - gdi barracks\bar_pct_map Targa: Failed to open file "b_gdi_grndrep.tga"

Page 3 of 4 ---- Generated from Command and Conquer: Renegade Official Forums



Targa: Failed to open file "b_nod_grndrep.tga"
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplay\mp - nod air tower\atr_pct_mail
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplay\mp - nod air tower\ob_clr_are