
Subject: [REQUEST] Texture
Posted by [Brandon](#) on Wed, 05 Mar 2008 01:39:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

gdi_base2.tga

If anyone has this please upload it so I can release Nod Survival v1.1 and then start on the server-side edition.

Subject: Re: [REQUEST] Texture
Posted by [_SSnipe_](#) on Wed, 05 Mar 2008 03:17:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

srry bro wish i could help but i can only find gdi_base.tga

Subject: Re: [REQUEST] Texture
Posted by [Jerad2142](#) on Wed, 05 Mar 2008 15:36:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Tue, 04 March 2008 20:17srry bro wish i could help but i can only find gdi_base.tga
Same here, Brandon what is the texture used for, maybe if you tell us what object it is applied to we can find someone that has the object in their map.

Subject: Re: [REQUEST] Texture
Posted by [The Executor](#) on Wed, 05 Mar 2008 17:13:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just add a 2 onto the end of the gdi_base2.tga thing because one time I needed a texture and it said it needed REN_CONC2.tga so I just renamed REN_CONC.tga to REN_CONC2.tga

Subject: Re: [REQUEST] Texture
Posted by [Brandon](#) on Wed, 05 Mar 2008 21:32:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's for the powerup pedestals that were in Duel Arena. I'll just check that map for the texture.

EDIT: I got it from the original file.
