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 LOOOOOOOOONG 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 837 times

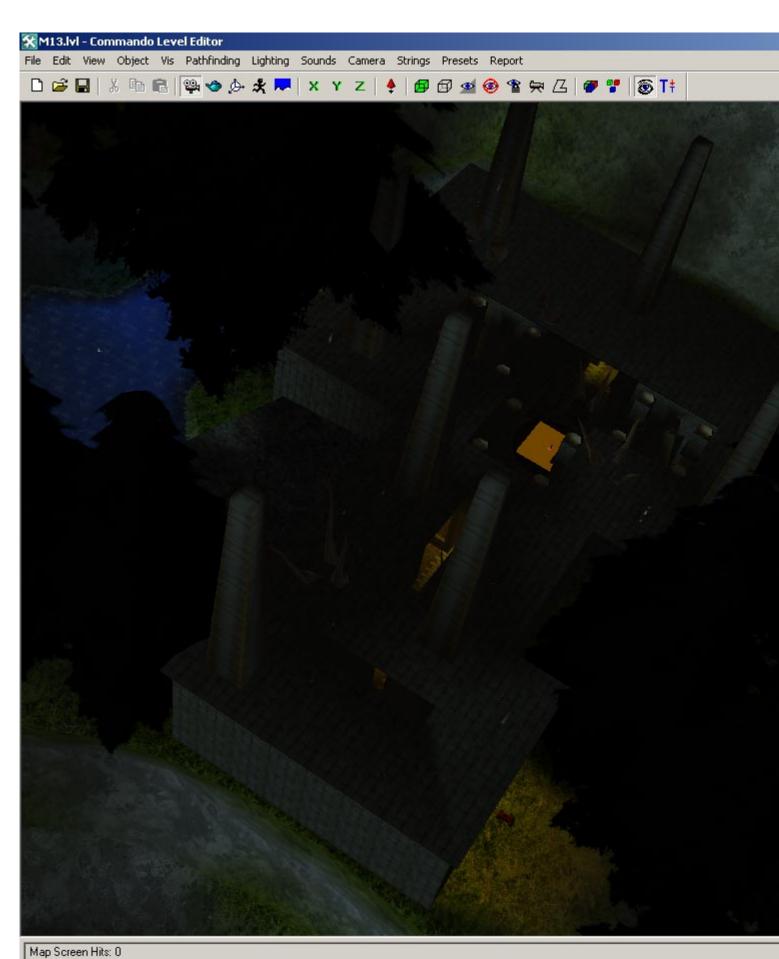


TimeManager::Update: warning, frame 10497 was slow (10850 ms) TimeManager::Update: warning, frame 10739 was slow (28333 ms) TimeManager::Update: warning, frame 10740 was slow (3930 ms) Page 3 of 13 ---- Generated from Command and Conquer: Renegade Official Forums



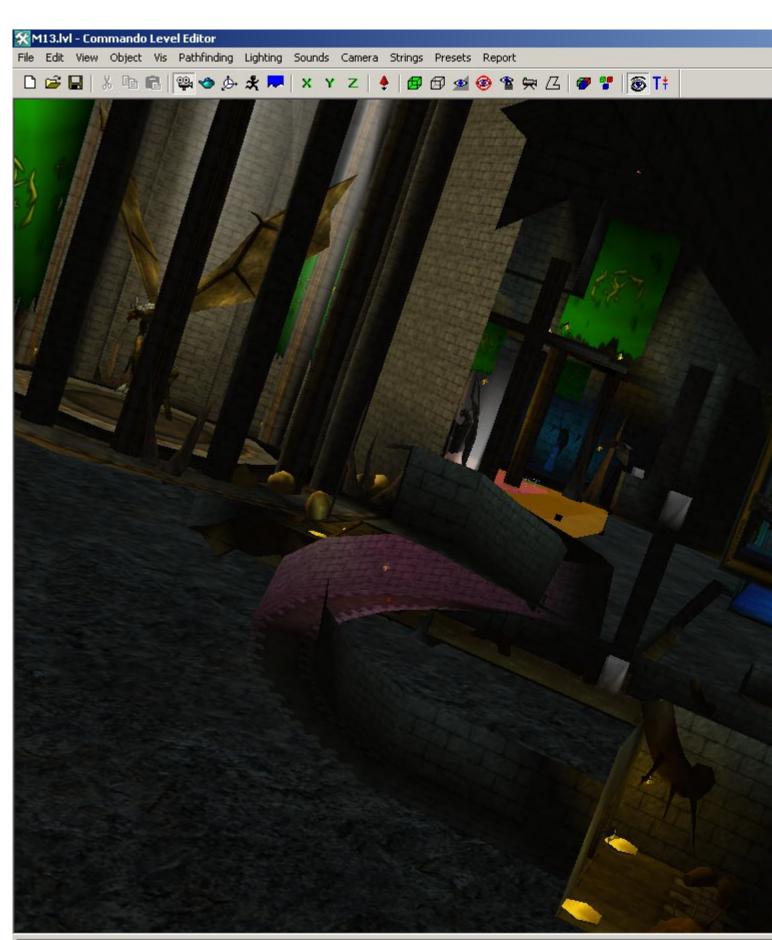
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\levels\reflect\_x.tga - only 24 and 32 bit formats should be used!
Targa: Failed to open file "FLR\_TMPL.TGA"
Invalid texture size, scaling required. Texture: C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\characters\nod mini-gunner\LightningBolt.tga, size:

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Menu Screen Hits: 0
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Temple0x\levels\reflect\_x.tga - only 24 and 32 bit formats should be used!

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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"

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Objectives Hits: 0 Map Screen Hits: 0 Menu Screen Hits: 0 6) test6.jpg, downloaded 808 times



7) test7.jpg, downloaded 805 times



8) test8.jpg, downloaded 818 times

