Subject: CnC lightwave
Posted by Dante on Mon, 18 Aug 2003 05:44:22 GMT
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Titan1x77Dantenicely layed out complex TDM map, looks like fun times ahead.

bugs:
missing texture for the Nod Teleporters
missing texture in the hallway outside the Nod PP
couple of minor welding problems (not really important)
compute vertex solve needs to be ran
falling through water = blue hell maybe put in an extension of that shaft, and put a floor in about 50 ft down or something

All the textures loaded fine for me...I'll re check the editor cache for missing textures...vertex solve was genrated but might of been lost when I ran Vis a 2nd time..the shaft is a good idea.

I'll be making a version 2 after it's been played a few times on the server...correct any gameplay issues aswell.

the textures could be in a mod that you already have, so they show up in game and in LE.

this is why i have a second cleanly installed Ren dir, to verify that everything works right out of the box for all that i do.