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Subject: Re: Renx crash...

Posted by [c0vert7](#) on Tue, 22 Jan 2013 01:02:32 GMT

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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.

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File Attachments

1) [1.jpg](#), downloaded 891 times

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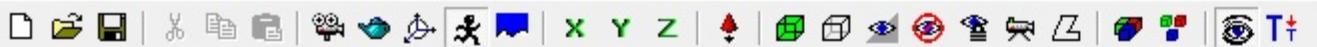


Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiply\mp - gdi advanced guard tower  
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiply\mp - gdi barracks\bar\_pct\_main  
Targa: Failed to open file "b\_gdi\_grndrep.tga"

2) [2.jpg](#), downloaded 878 times

# Untitled.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



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\_ma

Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\Tiles\building\_aggregates - multiplay\mp - nod air tower\obj\_clr\_arw