
Subject: Re: Renx crash...

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

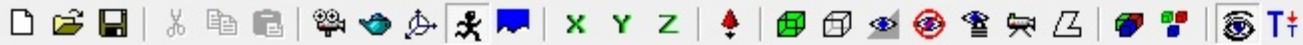
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Heres a few of the elaborate tunnel system where the teams will merge for any wanted hand to hand combat, one of many tunnel systems in the map.

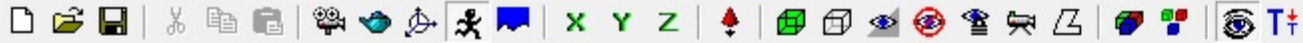
This will be one of the main areas of fighting I believe as it stems from both base entrances.

File Attachments

1) [1.jpg](#), downloaded 1092 times



2) [2.jpg](#), downloaded 1062 times



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