Subject: Re: C&C_Lost_Base.mix

Posted by Darknes2 on Sun, 19 Aug 2007 18:20:21 GMT

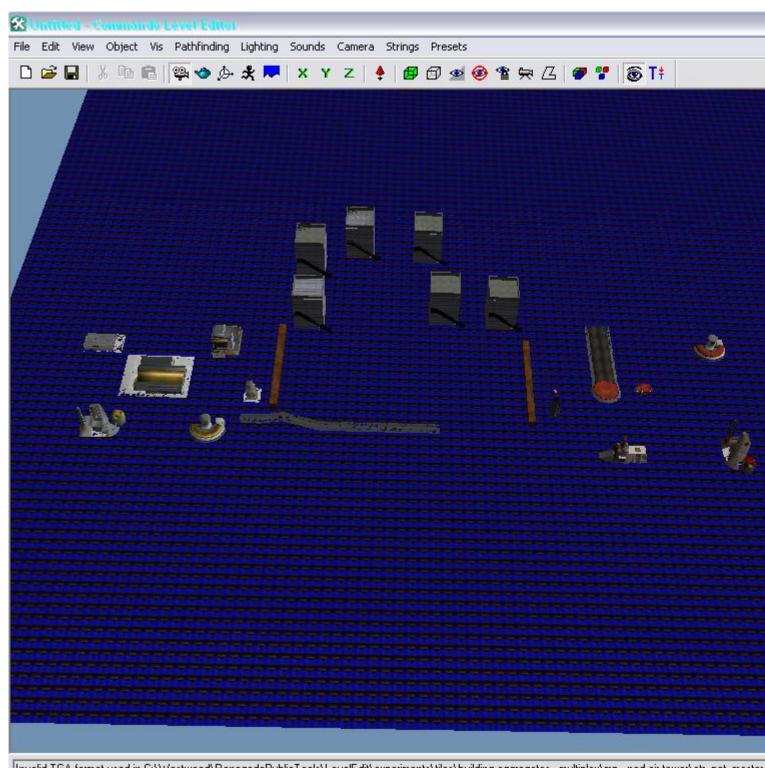
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lost base has to many problems so im working on something ooler heres a s.s of what i have so far.

it will be named C&C_Fortification.mix

File Attachments
1) S.S of new map.JPG, downloaded 465 times

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Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\experiments\tiles\building aggregates - multiplay\mp - nod air tower\atr_pct_master.t Invalid texture size, scaling required. Texture: C:\Westwood\RenegadePublicTools\LevelEdit\experiments\terrain\building interior tiles_multiplay\mp - hand of no Invalid TGA format used in C:\Westwood\RenegadePublicTools\LevelEdit\experiments\tiles\building aggregates - multiplay\mp - gdi barracks\bar_pct_master.t

Ready experiments Camera (396.95