
Subject: Re: Renx crash...

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

[View Forum Message](#) <> [Reply to Message](#)

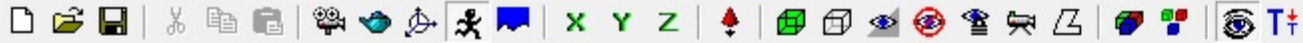
Heres a few of the elaborate tunnel system where the teams will merge for any wanted hand to hand combat, one of many tunnel systems in the map.

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 1077 times

2) [2.jpg](#), downloaded 1049 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