
Subject: Renegade Alert "The Woods Today" Upgrade
Posted by [Aircraftkiller](#) on Sat, 22 May 2004 17:54:06 GMT

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Spend about six hours upgrading it last night and today. Features terrain noise, some reshaped mountains, texture tiling fixed a bit, and an additional structure for each team: the Missile Silo. Additionally, some buildings were replaced with new versions.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=1873&st=0&#entry34188>

Subject: Renegade Alert "The Woods Today" Upgrade
Posted by [rm5248](#) on Sat, 22 May 2004 21:20:56 GMT

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oooooooooooo.... Missile silo!

Subject: Renegade Alert "The Woods Today" Upgrade
Posted by [flyingfox](#) on Sun, 23 May 2004 00:56:56 GMT

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Some of the terrain is like square hell. You should make like 2 extra textures for the dirt/white/sea textures and vary them around so the cut-offs aren't as noticable.

Cant see any other issues off hand, well done.

Subject: Renegade Alert "The Woods Today" Upgrade
Posted by [Cypher \[PCNC\]](#) on Sun, 23 May 2004 03:25:51 GMT

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So it's settled, cable cars, right?

Man that would be great.
