
Subject: C&C River RaidTS is finished
Posted by [Aircraftkiller](#) on Sun, 31 Aug 2003 23:55:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.cncden.com>

Quote:The DEN's AircraftKiller has completed work on another map for C&C: Renegade. C&C River Raid TS is a total overhaul of the original River Raid ACK released back in May of 2002. This Temperate Oceanside map features a NEVER before seen building, the "Mutant Lab". It was originally meant to be in Renegade. It's a science facility and basically eye candy and a place for infantry to hide out. A new version of the GDI Medium tank is also included with the map. Face paced action to be had with this one!

Check out a few screenies below. On your right is the "Mutant Lab". You can see more screenshots [HERE](#). And head [HERE](#) for the download. I fired up the map and checked it out. ACK did an excellent job, and I'm sure the map will be showing up in online servers soon.

Subject: C&C River RaidTS is finished
Posted by [m1a1_abrams](#) on Mon, 01 Sep 2003 00:09:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

It looks good from the screenshots... much improved over the original I'll tell you what I think of it (if you're interested) after I've downloaded it.

btw... while you're here. Any word on RenAlert?

Subject: C&C River RaidTS is finished
Posted by [Aircraftkiller](#) on Mon, 01 Sep 2003 00:12:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't have anything to say about it. Leave it at that.

Subject: C&C River RaidTS is finished
Posted by [m1a1_abrams](#) on Mon, 01 Sep 2003 00:33:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've just played your map and I think it looks great The landscape is very attractive, a huge improvement over the original. I always thought that the first version would have great gameplay, but I never had the chance to play it online. Now that you've overhauled the aesthetics of the map, hopefully it will become a favourite and be rotated on more servers.

The only things that I could find any fault with were that the ground textures look very repetitive in some areas, particularly the sand texture at the edge of the river... and that the GDI Advanced Communications Center is just labelled "Communications Center", however this might have been

intentional.

All being said, I really like it. The Mutant Lab is a nice touch and adds some extra character to the map, and the tunnel connecting the bases is another good addition (at least I can't remember it from the original River Raid, but I haven't played it for a long time). Great job!

Subject: C&C River RaidTS is finished
Posted by [Aircraftkiller](#) on Mon, 01 Sep 2003 00:36:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Texturing is supposed to be repetitive - that's how textures work. The more they get repeated, the less blurry they will look in-game. It also lessens the feel that you're in the movie "Honey, I Shrunk the Kids!"

Subject: C&C River RaidTS is finished
Posted by [Try_lee](#) on Mon, 01 Sep 2003 01:15:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

A nice remake, but do I have to get Mars again to get the texture for the inside of the GDI Comm. Center.

Subject: C&C River RaidTS is finished
Posted by [Aircraftkiller](#) on Mon, 01 Sep 2003 01:33:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, because it's inside the *.mix file to begin with. I haven't the faintest idea why it wouldn't show up for you, but I see it just fine.

Subject: C&C River RaidTS is finished
Posted by [m1a1_abrams](#) on Mon, 01 Sep 2003 01:42:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have a question about the Advanced Communications Center. What is that window for at the front? It's so high that you can't see or shoot out of it from inside the building so is it just to let some extra light in?

Subject: C&C River RaidTS is finished
Posted by [boma57](#) on Mon, 01 Sep 2003 01:58:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Mutant Lab is awesome, but there's a small VIS error inside the back of the HON.

Subject: C&C River RaidTS is finished
Posted by [Jaspah](#) on Mon, 01 Sep 2003 02:29:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

The Texture inside the Advanced Comm. in Mars stunk... (No Offence if you couldn't find the correct Texture.)

Glad you decided to include the Mutant lab, Haven't seen it but I'm sure it will be great.

Subject: C&C River RaidTS is finished
Posted by [bigejoe14](#) on Mon, 01 Sep 2003 02:56:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

This may sound silly but I'm liking the transparent water there Aircraftkiller. Nicely done map and a vast improvement over the original. :thumbsup:

Subject: C&C River RaidTS is finished
Posted by [Aircraftkiller](#) on Mon, 01 Sep 2003 09:21:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: C&C River RaidTS is finished
Posted by [m1a1_abrams](#) on Mon, 01 Sep 2003 09:36:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmmm. Did you forget to type something, or is posting nothing some high form of wit that I can't possibly comprehend?

Subject: C&C River RaidTS is finished
Posted by [England](#) on Mon, 01 Sep 2003 13:29:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

m1a1_abramsHmmm. Did you forget to type something, or is posting nothing some high form of wit that I can't possibly comprehend?

No, he always does that, cept on the old forums there would be a grinning/smiling smiley

