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Subject: Renegade Alert Canyon River Images  
Posted by [Aircraftkiller](#) on Tue, 25 May 2004 20:47:29 GMT  
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Name says it all...

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Subject: Renegade Alert Canyon River Images  
Posted by [snipesimo](#) on Tue, 25 May 2004 21:03:17 GMT  
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Looks good...

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Subject: Renegade Alert Canyon River Images  
Posted by [Panther](#) on Tue, 25 May 2004 21:46:43 GMT  
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try blending in a blackened texture around the destroyed harvester...

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Subject: Renegade Alert Canyon River Images  
Posted by [Renx](#) on Tue, 25 May 2004 21:48:10 GMT  
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It's not like it's just been blown up, it's been sitting in the woods rusting away for a while

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Subject: Renegade Alert Canyon River Images  
Posted by [Carl](#) on Tue, 25 May 2004 22:57:18 GMT  
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cant you blend the river edges more.?

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Subject: Renegade Alert Canyon River Images  
Posted by [Aircraftkiller](#) on Tue, 25 May 2004 23:22:12 GMT  
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Subject: Renegade Alert Canyon River Images  
Posted by [Carl](#) on Wed, 26 May 2004 00:36:07 GMT  
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O\_O. leet.

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Subject: Renegade Alert Canyon River Images  
Posted by [npsmith82](#) on Wed, 26 May 2004 02:04:15 GMT  
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Blended river looks much better, i think you should add some trees in the base areas, it's just odd how the trees aren't growing there. Remember back to Red Alert, you always had pesky trees that you had to build your base around, sure you could destroy some trees, but not all.

Would the Allies/Soviets realistically build bases SO close to each other, and in perfect line of sight?

Also, i understand that you've put the Silo there for a cash flow, but with no Ore or Refinery why would the teams have built a silo in the first place?

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Subject: Renegade Alert Canyon River Images  
Posted by [Xtrm2Matt](#) on Wed, 26 May 2004 07:02:58 GMT  
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Very nice

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Subject: Renegade Alert Canyon River Images  
Posted by [Hav0c](#) on Wed, 26 May 2004 19:56:14 GMT  
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Looks real nice, i was gona say about the river edges to but they beat me to it O\_o

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Subject: Renegade Alert Canyon River Images  
Posted by [Creed3020](#) on Thu, 27 May 2004 02:00:13 GMT  
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Why do the War Factories look identical?

Other then that looks good just would be crowded in a larger server.

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Subject: Renegade Alert Canyon River Images  
Posted by [Renx](#) on Thu, 27 May 2004 02:11:09 GMT  
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Because they're the same WF. They were identical in Red Alert...

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Subject: Renegade Alert Canyon River Images  
Posted by [Spice](#) on Thu, 27 May 2004 10:19:22 GMT  
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Then only problem i have with it is cant you jst buy a v2 and sit back and shoot from your base?  
Thast a problem i have with my maps im afradi that will happen Or vechs cant go through the  
water can they? only infantry...

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Subject: Renegade Alert Canyon River Images  
Posted by [Jorge](#) on Thu, 27 May 2004 15:02:09 GMT  
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B2B will not be a problem according to AircraftKiller:  
Quote:There is no unit in the game that can hit something 600 meters away. Snipers won't reach  
that far, either. 400-500 meters at best.

The bases are 600 Meters apart, there will be no problem of B2B.

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Subject: Renegade Alert Canyon River Images  
Posted by [SuperFlyingEngi](#) on Thu, 27 May 2004 19:32:28 GMT  
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Yeah, the screenshots make the bases seem a little closer than they actually are.

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Subject: Renegade Alert Canyon River Images  
Posted by [Renx](#) on Thu, 27 May 2004 21:37:33 GMT  
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The V2 cannot even fire 300m, there will be no problem with B2B

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Subject: Renegade Alert Canyon River Images  
Posted by [theplague](#) on Thu, 27 May 2004 22:14:58 GMT  
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NICE! can't wait to play it

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