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Subject: C&C River Raid TS - Incoming  
Posted by [Aircraftkiller](#) on Sat, 28 Jun 2003 17:36:07 GMT  
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Yep... been stuck in the back of my head for a while now - I've wanted to redo River Raid for a very, very long time. The level itself is actually a year old, or even more so, now.

Everything you see in the level is created from the same meshes that River Raid used. No Repair Facility this time, just the Weapons Factory\Airstrip, Infantry Barracks\Hand of Nod, Power Plants (With the elevators attached.) and Tiberium Silos, which will give four credits per second.

As I previously said, all of the level was overhauled. The mountains were welded together and sculpted into real mountains, not just boxy planes.

You can see a remnant of the pointed mountain by the GDI base... Much more realistic now. Recon Bikes are likely going to be a part of this level. Waterfall was replaced with the river flowing through the mountain, instead.

The sand texture and the wet sand texture are made by me using digital photographs of the sand\wet sand at the beach across my street... Just so you know.

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Subject: C&C River Raid TS - Incoming  
Posted by [Deactivated](#) on Sat, 28 Jun 2003 17:49:20 GMT  
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Nice. I like it.

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Subject: C&C River Raid TS - Incoming  
Posted by [gendres](#) on Sat, 28 Jun 2003 18:04:21 GMT  
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Ohhh I've been wanting this for a loong time

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Subject: C&C River Raid TS - Incoming  
Posted by [Aircraftkiller](#) on Sun, 29 Jun 2003 03:44:42 GMT  
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More information is to be found here:  
<http://renegade.the-pitts.net/index.php?s=084d93de1711c789ec4574751f79314c&act=ST&f=16&t=3522&view=getlastpost>

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Subject: C&C River Raid TS - Incoming  
Posted by [gendres](#) on Sun, 29 Jun 2003 06:14:05 GMT  
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Hmm The Pits forum is down...

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Subject: C&C River Raid TS - Incoming  
Posted by [maytridy](#) on Sun, 29 Jun 2003 14:29:16 GMT  
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Not anymore.

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Subject: C&C River Raid TS - Incoming  
Posted by [pulverizer](#) on Sun, 29 Jun 2003 15:20:32 GMT  
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looks very very good, can't wait till it's done.  
good job :thumbsup:

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Subject: C&C River Raid TS - Incoming  
Posted by [TheMouse](#) on Sun, 29 Jun 2003 23:19:05 GMT  
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looks good!

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Subject: C&C River Raid TS - Incoming  
Posted by [YSLMuffins](#) on Mon, 30 Jun 2003 02:04:10 GMT  
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Nice work! Are the bases going to be further apart, or is the fog going to be a deterrent for long ranged attacks?

And YES!!!! I can view the pitts without disabling my firewall now!!!! :D:D:D

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Subject: C&C River Raid TS - Incoming  
Posted by [Aircraftkiller](#) on Mon, 30 Jun 2003 02:19:10 GMT  
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The fog doesn't deter attacks... It's just there to prevent the clipping from being visible.

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Bases are the same mostly, except the Tiberium Refineries were replaced with operational Tiberium Silos.

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