
Subject: Renegade Alert "The Woods Today" Upgrade
Posted by [Aircraftkiller](#) on Sat, 22 May 2004 18:07:58 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.

Subject: Renegade Alert "The Woods Today" Upgrade
Posted by [Skier222](#) on Sat, 22 May 2004 18:47:27 GMT

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looks good ack. but what will the silos do? do they launch the nuke into the air then over to the enemy base? or something like that.

Subject: Renegade Alert "The Woods Today" Upgrade
Posted by [SuperFlyingEngi](#) on Sat, 22 May 2004 19:32:25 GMT

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I think you just get free beacons from them.

Subject: Renegade Alert "The Woods Today" Upgrade
Posted by [CnCsoldier08](#) on Sat, 22 May 2004 19:35:14 GMT

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<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=762>

Thats what, but don't count on the spawn part.

Subject: Renegade Alert "The Woods Today" Upgrade

Posted by [BabyCatjuhh](#) on Sun, 23 May 2004 15:22:02 GMT

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Damn. the RenAler page is down for me
