
Subject: RA2:Vengeance Preveiw
Posted by [TheKGBspy](#) on Wed, 23 Apr 2003 15:13:17 GMT
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Sir PhoenixxNice...

The only things I see that could get some attention is...

the back of the flak track and it's weapon could be worked on and elongated.

the rhino tank could be a little longer. (can't really see the turret...)

the ball in the powerplant could be bigger. (looks like it's a tad small to me...)

on the repair pad it looks like the pad is a little too close to the ground and it's showing through, maybe just raise that up a tad.

the warfactory looks a little skinny... could make it a little bit wider...

Flak track: ok the prob is texturing seriously... with a decent texture the flak track would be ok... but about the weapon ill take a look

Rhino tank: Actualy its the WW version of Rhino tank. i putted this model until i make the new version... The new version is a bit longer and wider. loo more like ingame.

Tesla reactor: Ill take a look look ok for me....

REpair pad: Dunno why but i never got thi sbefore.. next time we will cut out the ground and all will be fixed....

Wf: i think again its the the perspective that make this....

All buildings are scaled to each others to keep exact size from ra2...

btw there many things i dont see in the pictures maybe bigwig video card... anyway ill fix. Another thing we dont see its soviet signs on v3... etc...

ill post screens on some stuff later

Have a good day
