
Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by [cfehunter](#) on Thu, 08 Jun 2006 20:39:36 GMT
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i'm just going to reply to all the comments i've read:

ACC: yes i agree it dosnt look exactly like the concept but it does look good and it'll work well.
Even if it is a little big in the rear.

Mirage Tank: Random tree gen as stated. I'm with whoever posted it, we need to have a thin overlay of the stealth texture to give it away.

thanks for the feedback and we hope to get some more work to you soon, the terror drone is currently in development.
