
Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by [YSLMuffins](#) on Mon, 26 Jun 2006 17:37:46 GMT

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Wow, I'm loving what you guys are coming up with so far! Especially with the new gap effect. If Neo could add sparks/lightning above the gap generator like in the old RA manual...

What's the hit performance wise? Will the fog clear (at least for other Soviet units) when a unit is within the radius?

And why the hate? It's just supposed to be an update. No need to troll Oblivion. That fog doesn't look like the fog I've seen in Renegade before.
