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Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects  
Posted by [PointlessAmbler](#) on Mon, 26 Jun 2006 17:51:21 GMT

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I have a bad computer, so I'm not really qualified to say how the performance is. It doesn't seem to run any worse than that map normally does for me.

As for your other question, the fog doesn't clear up until the Gap Generator is destroyed. It also cloaks Allied units so that they are only visible when they fire, similarly to Red Alert.

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