
Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by [Renx](#) on Tue, 27 Jun 2006 02:59:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oblivion165 wrote on Mon, 26 June 2006 23:11 PointlessAmbler wrote on Mon, 26 June 2006 17:28 Oblivion165 wrote on Mon, 26 June 2006 17:01 A fog effect in a central area? How was that impossible? You could do that with emitters if you had to.

As for speed, who cares, the mod is out there and its being worked on.

Yes, if you like having a constant FPS of 6.

yeah, you'll get that on a 400mhz packard bell.

I suggest using a computer that meets the minimum specifications for the game.
