
Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by [Oblivion165](#) on Tue, 27 Jun 2006 03:42:10 GMT

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Renx wrote on Mon, 26 June 2006 22:59Oblivion165 wrote on Mon, 26 June 2006
23:11PointlessAmbler wrote on Mon, 26 June 2006 17:28Oblivion165 wrote on Mon, 26 June
2006 17:01A 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.

Thats not my pc, it was sarcasm of what it would take to create lag from emitters.
