
Subject: Re: Roleplay2 2.2 Public Beta Released!

Posted by [Tupolev TU-95 Bear](#) on Fri, 29 Oct 2010 19:17:23 GMT

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Jerad Gray wrote on Fri, 29 October 2010 19:25Lone0001 wrote on Fri, 29 October 2010 12:13A
Mech?! /me is in love with RP2 now

Does the train stay on the tracks now?

Yeah we use lame invisible blockers, but they were well done so I guess they do the trick.

In addition subs stay in the water, hovercraft stay on top, vehicles can pass though it etc.

Is it possible if vehicles can be loaded on hovercrafts? or is it not possible.

I think i have not read this properly
