
Subject: Re: Nod Airstrip WIP

Posted by [Generalcamo](#) on Fri, 27 Jan 2012 02:12:17 GMT

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Other than the fact it needs more details, the things it is hopefully getting, it looks just fine.

How will you plan on implementing the custom cinematics that are required for the new plane?
Will you create a brand new one? Or will you simply modify the existing one?
