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Subject: Re: Red Alert: FPS

Posted by [Xpert](#) on Tue, 01 Oct 2013 11:40:39 GMT

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EvilWhiteDragon wrote on Tue, 01 October 2013 07:16 Just a question... Do you have any clear design goals for RA:FPS? Maybe even a kind of planning? Something that gives a bit of direction in its development?

Take a look at TCW, that kinda sums up how this will end up. lol.

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