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Subject: RA In-Game Submarine Tests

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 22:45:03 GMT

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Submarine testing is going well. Performs as expected. You can surface at will, no "Reborn digging scripts" required.

The only issue so far that needs to be addressed is turning the screen translucent blue when the camera goes underwater.

Excuse the terrain, it's a simple test level.

Dive a few meters and you submerge totally...

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