
Subject: first beta screens of Chronowar (Red Alert 2 mod)
Posted by [Anonymous](#) on Thu, 21 Nov 2002 09:16:00 GMT
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if you haven't seen them yet, take a look at them here in the next version, there will be every sovjet building and some more vehicles [November 21, 2002, 09:19: Message edited by: Klesk]

Subject: first beta screens of Chronowar (Red Alert 2 mod)
Posted by [Anonymous](#) on Thu, 21 Nov 2002 10:42:00 GMT
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linky no loady

Subject: first beta screens of Chronowar (Red Alert 2 mod)
Posted by [Anonymous](#) on Thu, 21 Nov 2002 11:23:00 GMT
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now it should work...

Subject: first beta screens of Chronowar (Red Alert 2 mod)
Posted by [Anonymous](#) on Thu, 21 Nov 2002 13:01:00 GMT
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Klesk -- question?on that barracks statue -- did you make it "collidable"? (standard and destroyed)if you did - you may want to set it off - and surround it with hidden "blocking" meshes.It will speed up display - and take a load of the game engine...Looks sweet by the way...

Subject: first beta screens of Chronowar (Red Alert 2 mod)
Posted by [Anonymous](#) on Thu, 21 Nov 2002 18:20:00 GMT
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Weres the Chronosphere, .

Subject: first beta screens of Chronowar (Red Alert 2 mod)
Posted by [Anonymous](#) on Thu, 21 Nov 2002 20:03:00 GMT
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Wow.. Looking good.

Subject: first beta screens of Chronowar (Red Alert 2 mod)
Posted by [Anonymous](#) on Fri, 22 Nov 2002 00:21:00 GMT
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That Soviet Barracks looks good to me. Especially the destroyed animation.
