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Subject: RP2- New update!  
Posted by [Canadacdn](#) on Thu, 14 May 2009 19:29:27 GMT  
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It's nearly here. Check this post later for more updates!

Video 1

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Subject: Re: RP2  
Posted by [u6795](#) on Thu, 14 May 2009 19:32:45 GMT  
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Cool story, bro.

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Subject: Re: RP2  
Posted by [mr£\\$Ä-z](#) on Thu, 14 May 2009 19:33:44 GMT  
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u6795 wrote on Thu, 14 May 2009 14:32Cool story, bro.

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Subject: Re: RP2  
Posted by [Scrin](#) on Thu, 14 May 2009 19:48:02 GMT  
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Canadacdn wrote on Thu, 14 May 2009 14:29It's nearly here. Check this post later for more updates!  
with custom hud and scripts?

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Subject: Re: RP2  
Posted by [slosha](#) on Fri, 15 May 2009 01:07:54 GMT  
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GAH I thought you already released it :S

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Subject: Re: RP2

Posted by [Canadacdn](#) on Fri, 15 May 2009 05:36:16 GMT

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2GLOCK9S wrote on Thu, 14 May 2009 20:07GAH I thought you already released it :S

It's already been released several times, this is a new version I'm talking about here. Version 1.5, which will be the best one yet.

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Subject: Re: RP2

Posted by [Di3HardNL](#) on Fri, 15 May 2009 08:34:43 GMT

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ofcourse its the best one lol.. every new release is the best one

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Subject: Re: RP2

Posted by [Canadacdn](#) on Sat, 16 May 2009 19:37:18 GMT

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Posted a small video showing off a couple features.

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Subject: Re: RP2

Posted by [mrÅ£Ä\\$Ä-z](#) on Sat, 23 May 2009 13:50:18 GMT

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SO WHAT NOW MR. Pleco man?

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Subject: Re: RP2

Posted by [slosha](#) on Sun, 24 May 2009 04:52:45 GMT

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Canadacdn wrote on Fri, 15 May 2009 00:36slosha68!! wrote on Thu, 14 May 2009 20:07GAH I thought you already released it :S

It's already been released several times, this is a new version I'm talking about here. Version 1.5, which will be the best one yet.

ahh... what up with ur avatar? it freaks me out man

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Subject: Re: RP2

Posted by [Gen\\_Blacky](#) on Sun, 24 May 2009 19:27:36 GMT

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The swimming script still looks glitchy. Looks a lot better tho

did u guys make new animations for the swimming script and how does the script know when player is in water.

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Subject: Re: RP2  
Posted by [mrÅ£Ä\\$Ä-z](#) on Sun, 24 May 2009 20:07:52 GMT  
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I have a idea to "fix" the water script. Disable the "Go Left" and "Go Right" buttons aka "A" and "D". Sou you will need to use the mouse to wimm left or right, that wont look so glitchy!

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Subject: Re: RP2  
Posted by [Canadacdn](#) on Mon, 01 Jun 2009 05:09:31 GMT  
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Team member Napalmic has posted a gigantic update on the RP2 forums covering several new features implemented these past few weeks. Check it out.

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Subject: Re: RP2  
Posted by [mrÅ£Ä\\$Ä-z](#) on Mon, 01 Jun 2009 08:36:07 GMT  
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Canadacdn wrote on Mon, 01 June 2009 00:09Team member Napalmic has posted a gigantic update on the RP2 forums covering several new features implemented these past few weeks. Check it out.  
SEXY THANKS MISTER PLECO MAN!

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Subject: Re: RP2- New update!  
Posted by [GEORGE ZIMMER](#) on Mon, 01 Jun 2009 10:46:13 GMT  
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Damnit, now I wanna play rp2 again. This summer will be bitchin' if it's released soon.

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Subject: Re: RP2- New update!  
Posted by [ErroR](#) on Mon, 01 Jun 2009 15:43:18 GMT  
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looks nais

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Subject: Re: RP2- New update!  
Posted by [Reaver11](#) on Wed, 03 Jun 2009 14:36:08 GMT  
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Ah yes old commando mod assets. Is there actually still someone of that mod working for rp2? I'm still seeking the orcalifter textures.

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