
Subject: Small RP2 Teasers

Posted by [Canadacdn](#) on Wed, 21 Oct 2009 05:31:59 GMT

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<http://www.youtube.com/watch?v=OEur3vv8EWw>

Video 1- Demonstration of the cellphone, totally usable with the numpad numbers! (Excuse the poor FPS, I was using a huge draw distance + fraps = FPS rape.)

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More interesting stuff will be coming later.

Subject: Re: Small RP2 Teasers

Posted by [Tupolev TU-95 Bear](#) on Wed, 21 Oct 2009 06:46:56 GMT

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nice one

Subject: Re: Small RP2 Teasers

Posted by [GEORGE ZIMMER](#) on Wed, 21 Oct 2009 06:53:46 GMT

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Nice, shit looks awesome. Especially the new areas- good to see them more up to the standards of the other map areas.

Also, you should put some kind of secret with the phone. It's pretty much BEGGING for easter eggs.

Subject: Re: Small RP2 Teasers
Posted by [Dreganius](#) on Wed, 21 Oct 2009 06:56:25 GMT
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Wow. This looks fukin awesome. I'll probably play this.

Subject: Re: Small RP2 Teasers
Posted by [ErroR](#) on Wed, 21 Oct 2009 14:24:43 GMT
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this, is, fuking, awesome!

Subject: Re: Small RP2 Teasers
Posted by [Lone0001](#) on Wed, 21 Oct 2009 15:41:11 GMT
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So many weapons

Subject: Re: Small RP2 Teasers
Posted by [nopol10](#) on Wed, 21 Oct 2009 23:15:02 GMT
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Very cool, love the cellphone!

Subject: Re: Small RP2 Teasers
Posted by [GEORGE ZIMMER](#) on Fri, 23 Oct 2009 20:12:18 GMT
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Hey wait, can you like, cut through those police lines? That'd be pretty bitchin'.

Subject: Re: Small RP2 Teasers
Posted by [Sladewill](#) on Fri, 23 Oct 2009 20:15:01 GMT
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the only prob is the fps, other than that its good

Subject: Re: Small RP2 Teasers
Posted by [Jerad2142](#) on Sat, 24 Oct 2009 21:42:05 GMT
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Sladewill wrote on Fri, 23 October 2009 14:15 the only prob is the fps, other than that its good
He is either running the 2000m or the 9999m view distance mod, what can you expect.
