
Subject: RA2:Vengeance Preveiw

Posted by [General Havoc](#) on Wed, 23 Apr 2003 17:23:43 GMT

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I thought the kirov was that big airship that drops bombs and moves very slowly? The mod is looking very good a the moment and I hope it can be finished properly. Good work guys

If you animate the door on the front of the weapons factory and also the roof door for flying vehicles then i know a script that will allow the flying vehicles to fly out of the roof and the normal ones to come out of the main door like in Red Aler 2.

_General Havoc
