
Subject: Re: RenHawk - second public beta
Posted by [Minax71](#) on Thu, 08 Sep 2005 15:14:03 GMT
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Hello everyone,

warranto wrote on Mon, 05 September 2005 01:29just in watching the previews, I've noticed that the buildings health does not decrease as it is hit, and remains at full after the building is destroyed.

@warranto: Very odd .. I'll look into it. There seems to be another problem with nukes as well.

dsi1 wrote on Tue, 06 September 2005 22:04do you even have YR or have seen this yet?

@dsi1: No, sadly not.

AmunRa wrote on Wed, 07 September 2005 15:23I would like to say: good job! can't wait till its out, it owns, and thnx!

@AmunRa: Why - thank you I'll try to get it finished asap, but it will take some more time. Expect a new beta in about 10 days ...

MfG;
Minax71
