
Subject: Re: Hi.

Posted by [PlastoJoe](#) on Mon, 03 Apr 2006 05:41:42 GMT

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Hurrah! An adherent to Mr. Webster!

Epicalyx wrote on Sun, 02 April 2006 18:41

*Water systematics should be coded to where players can swim (but with some limitations).

Introduction of drivable hovercrafts (there are two different versions; one version can be used for pure infantry transportation; the other version can be used to transport up to one vehicle and a few infantry)

If you download the Renegade Alert/A Path Beyond mod stuff, you'll find that they added craft from the original Red Alert like the Sub and Missile Sub, Destroyer, Gunboat, and (Infantry)

Transports. Although Tanya is not able to swim, which would make an excellent addition to their next update.

Quote:*More ground vehicles and misc. vehicles! The SSM, Nod Truck, Private Jet (though somewhat useless), Cargo Plane (better on larger maps for huge servers, like 64-player servers; it would serve as a paratrooper transport; maybe not a good idea for such large thing though), etc! More civilian vehicles too.

On some servers, they have a couple extra driveable vehicles you can find around the map, like the Sedan, Truck, and Nod Recon Bike. There's also the "extras fnkqrrm" or "extras quantifigon" code you can enter into the command prompt that will let you access more characters and vehicles if you hold Alt and select the Characters or Vehicles selection buttons.
