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Subject: Re: C&C FarCry

Posted by [Dante](#) on Mon, 12 Jun 2006 03:01:45 GMT

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while i kinda smirked when you said this, i do know where you are coming from.

since we are moving d6 to cryengine 2 for reasons i don't want to disclose right now, i wanted to release a mod to the community since it has been quite a while since i have released something.

only things we have left on this one is one vehicle model, GUI screens to create, our class balancing passes, playtesting, and our 6 release maps (1 is already being fleshed out now).

I wanted to re-iterate as well before i go off and play oblivion for a few, all of the features that are above are already done and working in game.

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