
Subject: Re: Red Alert 2: Apocalypse Rising Update
Posted by [Renardin6](#) on Wed, 21 Jun 2006 08:34:14 GMT
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GrayWolf wrote on Fri, 02 June 2006 20:19: Is the tank actually going to turn in to a tree?

I really cant think of a way to actually make that possible maybe you guys can.

maybe one way would be to have it so when the tank is damaged to a certain health it turns into a tree... that can be done.

It can be done and has already been done. www.timeofwar.com has a video of it. TheKGBspy made the script for that.

About that mirage tank, with such fuel tank, how will the turret rotate?
