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Subject: Re: Times sure have changed...

Posted by [danpaul88](#) on Wed, 19 Jul 2006 20:59:14 GMT

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Some of the early renegade trailers featured the cargo plane being destroyed while havoc wandered around killing stuff, it may have been the only reason they made the animation.

I do remember being able to blow the cargo plane up on a map I made once, I never intended to make it like that, and I still dont know how I did it

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