

---

Subject: Re: Scripts Release Soon

Posted by [Jerad2142](#) on Wed, 28 Nov 2007 14:08:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

renalpha wrote on Wed, 28 November 2007 06:38the a10 strike in mission 2, make it so it fires at the point where te daves arrow is.

for the sound voice

when u enter the zone it starts talking  
even when u leave the zone!

its 3d so u cannot hear it after a while..  
The air strike is a cinematic, and part to will be done.

---