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Subject: Re: Some pics from WW Museum Mod 0.3b comming soon...

Posted by [rrutk](#) on Thu, 22 Jan 2009 11:30:49 GMT

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yes, the plan is to have:

- gunboats
- submarines
- personal transport hovercrafts
- vehicle transport hovercrafts -> so you can drive e.g. someones medtank over the sea for a landing operation (D-Day

- and flying units, so you can attack the naval units with them

- if the FPS-thing (I have not so many idea about VIS) will not be a problem, there will be a complete new gameplay, I hope.

Map is nearly done. They only things remaining is to bone and set-up the naval units, make the VIS and find a way to calculate the waypaths (2GB RAM Limit).