
Subject: Re: RA_Fjord

Posted by [HaTe](#) on Wed, 03 Aug 2011 06:14:26 GMT

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Ohhh, repair buildings. My mistake, I read it as vehicles at first for some reason. That's actually quite neat, and never noticed that that was it's functionality before.

I'm glad it's not a four door bar to be honest, infantry are too important for the barracks to be that easily accessible.

I can only hope the map won't be too much of an fps killer, especially with large numbers of players in it with the eventual release of scripts 4.0.
