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Subject: Re: Red Alert: FPS

Posted by [zunnie](#) on Wed, 02 Oct 2013 08:53:46 GMT

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You'll have to wait and see sometime in the near future.

We're not going to enclose everything we plant to do just yet.

We are still working out a lot of things: code, max, textures, sound, etc. but we are making progress every day.

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