
Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by [Oblivion165](#) on Wed, 28 Jun 2006 05:59:21 GMT

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Ah welp that is a different story, i thought this gap generator was a building not a moving object. So there you go, alot different than what i remember from Ra; the spinning fork tower.

EDIT:

Chrono, no need to be sarcastic here, I do my best for this community and frankly I get tired of the ack mentality of im this and that and no one else can match it.

As for Jonwil, ive worked with him before and like his company.
