
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Wed, 24 Aug 2011 08:16:55 GMT

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Sigh... Every time I change one thing, other things need to be changed as well. Let's go over the list so far:

MRLS and Artillery are no longer susceptible to Ramjet fire. They take five damage from each shot. They continue to have 200/200 health/armor. Anti-vehicle weapons are much more effective against them, relatively, including Rocket Soldiers, Gunner, PIC/Railgun, etc... The MRLS has had its price increased to 800 credits (Rotating turret, guided missiles) while the Artillery has been increased to 600. I am toying with the idea of making Artillery fire lobbed shells which fall with gravity, and increasing their damage a bit to compensate for the inaccuracy.

With the homing rockets and triple unguided alt-fire for Gunner and both Rocket Soldiers, they will be much more useful and deadly.

The Apache and Orca are no longer susceptible to Ramjet fire. They will quickly take damage from anti-aircraft weapons, such as rockets, railguns, machine guns (Not basic infantry weapons), SAM Sites, etc. In return, they no longer have dual weapons. The Orca fires a volley of six rockets in quick succession, while the Apache fires a cannon that does roughly equivalent damage to all targets.

The Transport Helicopters have had their speed increased by roughly 25%. They also no longer take massive damage from Ramjet fire. They share the same armor as other heavy vehicles, but will take a lot of damage from anti-aircraft fire. However, their price has been increased to 1,200 credits to compensate.

The radio tower will have blinking dazzle lights on it to simulate aircraft warning beacons.

The Advanced Communications Center now has a new exterior aggregate (explosions, smoke, lights) so that it appears more realistic than it used to.

The gate sounds have been made louder, and they have a larger radius where you can hear them.

I'm going to be running the Mammoth Tank through Mudbox to give it an ambient occlusion map, so that it appears to have better lighting. I will also possibly edit some of the lighting on the texture to give it a more metallic finish, depending on how much time I have left after all of these edits.

I need to rework the GDI sewers in some areas so that you can't place beacons underneath structures and damage them. It only affects a pair of buildings and the change isn't huge, so the general shape will stay the same.

The Tiberium Silos are now CnCMCTSkin structures, and as such are easily dispatched, even by a single Engineer. Don't let someone place C4 on it. It will allow you to have five credits per second, but once it's gone you're back to 2.5 credits per second. The Repair Facilities share this armor type and will be much more easy to destroy by infantry and vehicles. They repair a lot of

health on your units in exchange for this weakness.

Once I fix a few more niggling details, such as the sewers and a couple of other problems related to building aggregates, I will hold a game-play beta test on the scripts 4.0 server. If you're a scripts 4.0 internal tester, you can join me and help figure out where any remaining issues are.
