Today's change list:

Orcas now look more visually nimble. Their engines pivot faster and they roll a bit more. They now have a customized version of the engine exhaust that stretches out farther as it flies faster, and disappears when you hover.

Apache handling was tweaked. It's a bit easier to fly it now.

Transport Helicopters now feel "bulkier" when you pilot them. Will be replacing their crappy models with a version that has skids and improved smoothing groups so they don't look as blocky. They will also get modeled helicopter blades that spin up and shut down.

Transport Helicopters now have an operational machine gun on the left side of the craft. It has a turret restriction and can only fire within the space of the window it occupies. It can fire 55 degrees up and 55 degrees down. It uses the same machine gun as the Orca, so it should be potent against infantry if you can aim it well. The Transport Helicopters now have working landing skids which I needed to model by using the flat texture map as a reference, and the GDI Transport Helicopter now uses a 512x texture map instead of a 256x map, making it noticeably more crisp. If anyone has the 512x map for the Nod helicopter I'd love to include it. I also fixed the smoothing on the vehicle and it has operational rotor blades.

I would personally give the gunner position to the people riding with you so they can fire while you focus on flying, because in order to fire you need to look left, which detracts from flying.