Subject: Map Release: C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.
Posted by rrutk on Thu, 17 Nov 2011 10:27:44 GMT
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After months of work I release C&C_Dunes_Naval_Flying - a Naval and Flying Map for Renegade.

It's the first public release, bugs may occur.

Download updated V1.01 here:
http://www.file-upload.net/download-3898680/CnC_Dunes_Naval_Flying.zip.html
or here:
http://ul.to/vjse9ww6

IMPORTANT:

1)
You WILL NEED to have Scripts 4.0 (TT-Patch) installed to play this map.

2)
As far as I know, this is the first, one and only naval map for C&C Renegade.
Please read this notes:

!!!!!!!!!!! EXIT a naval vehicle: FRONT ONLY !!!!!!!!!!! Otherwise you will drown.

!!!!!!!!!!! Don't exit a submarine just for fun. It will be destroyed. !!!!!!!!!!!

You have 2 repair zones at shipyard, marked with green seabuoys, as long as shipyard is alive.
The red seabuoys are marking the construction zone!

Buy the naval vehicles at the terminals within the shipyard bulding.
Poke the terminals, as long as you see your money account has decreased.

Naval vehicles:

 - SP GDI & Nod Gunboat (Primary Fire: Rockets; Secondary Fire: Anti-Submarine-Bombs)
 - SP GDI & Nod Submarine (Torpedo Weapon)
 - SP Personal Hovercraft (2 Seats)
 - Old GDI & Nod Light Transport Hovercraft (a lot of seats, use like an APC, just naval)
 - SP Heavy Transport Hovercrafts (much more seats, use like an APC, just naval)

3)
Flying vehicles are able to be automatically repaired at the helipads only.
Ground vehicles are able to be automatically repaired at the repair facilities only.

4)
If you loose your communications center, you will loose your radar.

5)
The mutant lab is not destroyable. You can buy different mutants there.
They are NOT tiberium restistant or healable. Would be to much power.

6)
Server owners, please enable the extras:

Within the extras (press F8, enter "extras", press "ENTER"; after that hold "ALT" while selecting vehicle/char menu):

 - SP Nod Commanche Attack Helicopter
 _ GDI Logan Logan
 - GDI Civil Resistance
 - Nod Mutant Petrova
 - Nod Kane

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KNOWN BUGS:

1. JFW_Change_Spawn_Character has a problem changing the chars at FIRST SPAWN.
   So probably you won't have the RA_Underwater_OnCustom script attached first spawn.

2. Seldom the naval vehicles are stucked after creation. I'm investigating the problem.

3. Shaddow GDI Humvee missing, Vehicle needs to be redone

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For the credits see the readme.txt

Have fun!

Scripts request:

What I also need is a script for a custom controlled destruction zone to use as a naval vehicle construction zone.
Or better: make a RA_Naval_PT_Pokable_2 with the use of destruction zones instead of explosion points!
At the moment I'm using about 35 different explosion points!

If there would be a possibility to block only naval vehicles, ground vehicles could be transported with the transport hovercrafts...