Subject: C&C Airbase Released
Posted by OrcaPilot26 on Wed, 14 Jan 2004 00:15:54 GMT
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http://nova.deadlyfear.com/downloads/C&C_Airbase.zip

  IMPORTANT: make sure you have the latest scripts.dll, currently 1.3.1
http://sourceforge.net/project/shownotes.php?release_id=204997

Map Name: C&C_Airbase | version 1.0

Creator: OrcaPilot26

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Theatre: GDI Airbase in Northeast Africa

Credits: Everyone who helped me fix any problems I encountered, and the beta testers who gave feedback. The Harrier model is loosely based of a model by Scarface for NOVA: Existence. The Humvee model was made by Sgt. May and facets 3d models.

I first started this map about 3 months ago, and after encountering various problems I finally have a version I think is good enough to release. It's not completely finished yet, and I plan to make an updated version in the future.

It's a Deathmatch map without PCTs which means you'll need to rely on the weapon spawns provided. The player spawn points are placed randomly throughout the map

There's a lot of new additions to this map, most noticably the flyable AV-8B Harriers. These aircraft Aren't very manuverable compared to the Orca, but move much faster. They are armed with AGM-65 anti-tank missiles, 20mm cannon, and bombs(accessed by the "2" key). The Harrier's major weakness is that it only has enough coolant for 90 seconds of flight, after this your engine will begin overheating any the vehicle will take damage".

The Humvee has been replaced with a model that actually looks like a real humvee. It keeps its machine gun. The Rocket Launcher weapon has been beefed up, and now has homing rockets, but needs to reload after every shot.

Known Bugs: FPS rates may be slow at times due to the maps lack of vis, this should be fixed in the next version.