
Subject: New Aircraft Dog-fight Mod Started

Posted by [Anonymous](#) on Sun, 16 Jun 2002 11:36:00 GMT

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Alright Smashing...A small update on the ADF_ACC map:ALI actual Map bugs haev been filtered out...we have 2 situations making the SAM SITES controllable...you cant seem to get into them..but i guess that will be handeled by golden.and Money crates dont...give money once agian its goldens job.THIS ACC map is a bit more complicated due to the fact that it has no regular Westwood buildings on it therefore the buildings have been replaced...the CONTROL TOWERS replace the BARRACKS/HON a Beacon pedestall will be in the second flor (out of 3)We can't seem to skin any PT's so we put osme mock terminal looking things in there.The WEAPONS factory is replaced by a Hanger Hatch with doors (once we got the doors to work)the Airstrip is replayced by a FIST OF NOD tower thingy..which is kinda silly but it look sliek a phone booth with the HON's HAND sticking out of it in a FIST shape. However Im not sure if I should put this..otherwise there is no why to destory nods vehicles..Mabey the ground based maps will be more simple than this ACC because they will probably use the regular WWS buildings and AIRCRAFT will be the regular vehciels while ANTI AIR ground vheicles will be in the EXTRAS section such as Quiet cannons, IFV's uhh Gatteliung cannons (i said MABEY!)We have updated pics on our site that has an animated GIF of an orca spinning wildly...check it out people!
