
Subject: Preset Changes Don't Work In .mix Conversion
Posted by [Aircraftkiller](#) on Thu, 12 Jun 2003 01:08:58 GMT
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Oh, it's *just* with those additions... Yeah, right. Might do you some good to actually read up on something before going "It's just this and that because that's all I see." :rolleyes:

Quote:=====

====Renegade Map Readme====

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Map Name: C&C_City_Flying_Exp.mix | Version 1.1

Creator: Eric Kearns, modified by Aircraftkiller

Email: aircraftkiller@cncrenegade.info

Theatre: A city, obviously

Description: The first map fitted for online flying. The map was originally designed to be a flight enabled map, which Eric had started on about two years ago. Last year, Devinoch, aka Cliff Hicks, announced that Helicopter Pads would not appear in any of the flying maps. I went ahead and put in what was supposed to be in... The Helicopter Pads. They repair airborne units if you land on them.

Changes to units:

All Rocket Soldier\Gunner units fire homing missiles now. They're the replacement Havoc soldiers for anti-aircraft fire.

MRLS has a turret and fires better homing missiles which seek better and travel faster, being GDI's mobile anti-aircraft unit. Its price was increased to around \$800 to compensate.

The Artillery's price was increased to \$600.

The Mammoth Tank can hit airborne units with missiles now. It still costs \$1,500 and has the cannon\missile improvements shown in Bunkers.

The Recon Bike was added, being Nod's mobile anti-aircraft vehicle.

The Transport Helicopters have a different start-up\shut-down\idle sound.

The Apaches\Orcas have their original missile firing sounds, and a new machine gun sound.

Sniper units do 20% of the damage they once did to aircraft.
