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Subject: Walls Remake

Posted by [Generalcamo](#) on Sun, 09 Jan 2011 13:55:54 GMT

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Hello Everyone. Gmax work can be hard at times, mainly when you don't know how to work it when you get it to level editor. (IE the textures don't show, the buildings are wrong, tiles don't work, etc) So I decided to remake walls flying to have more features, and I will probably move down the list as I go. Some features:

Already in place:

Larger Interiors

Seperation of Weapon factory and Helipad Build menus

SSM Launcher and Recon Bike addon

New Orca and Apache models

Thanks to some scripts by the Red Alert: A Path Beyond Team, Air defences fire at air only, ground defences fire at the ground only, and certain defences will go offline when the power is out

Needs to be implemented:

Need Single Player Models of Turret, and SAM site (This is going to take some work, I want the sam site to deploy to fire, if I can't get it to work, then I will release the map with the turret only)

Must Finish Remaining Interiors

Now what do I ask from you? Only two things:

Scripts 3.4.4

And a HUD.ini with the following:

[General]

NewUnpurchaseableLogic=true

VehicleBuildingDisable=true

This is all I ask from you. The level is almost finished, I will probably release a beta this week.

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