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Subject: Re: C&C Tiberium Crystal War: Renegade Conversion

Posted by [zunnie](#) on Tue, 21 Jun 2011 06:29:16 GMT

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Small changelist:

Nod Commando's now stealthed when standing still.

Depositing Tiberium now tells you how much you deposited.

Stealth Tanks and Nod Harvesters now destealth too when a unit is close enough that has stealth detection abilities.

When a friendly tank is blown up it will play the 'Unit lost' sound.

When a friendly harvester is under attack it will play the 'harvester under attack' sound.

When a friendly harvester is blown up it will play the 'harvester lost' sound.

Nod Harvesters are now stealthed.

Tiberium Spikes now send a TEAM message when a friendly unit is capturing it.

Tiberium Spikes now play the 'building captured' sound when captured.

Harvesting Tiberium now gives 50 points on deposit.

Rifle Soldiers and Militant Infantry Soldiers now drop their primary weapon OR a health/armor powerup.

Engineers and Saboteurs now drop their Remote C4, Repairgun, Mines or a health/armor powerup.

Nod Weapons Factory now plays under attack and destroyed sounds.

GDI War Factory now plays under attack and destroyed sounds.

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