
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 20 Aug 2011 07:31:52 GMT

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I've made a substantial amount of progress so far. I isolated why it's crashing with help from Jonwil, apparently some sound file was causing the issue. I think it was the bitrate and bit depth of the new sounds I developed, including the "woosh" sound that the blossom tree makes. I've re-encoded the WAV files so they're hopefully compatible with Renegade's engine, so now it shouldn't crash.

The SAM Sites work like a dream. It's really amazing getting that sensation that you're really in the world of C&C when you approach an Obelisk with an Orca and you realize that the little box that just popped out of the ground is about to murder you.

I may have a beta available to scripts 4.0 testers, since they're the only ones who can play it now, within three days. I'm aiming for tomorrow but I'll see what I can do.

Changelist so far:

The Repair Facilities and Tiberium Silos now use the CnCMCTSkin armor type, so they take extra damage and are easily dispatched with any type of C4, excluding proximity.

The new Construction Yard building controllers were added. They repair rather quickly and will make it difficult to destroy base structures until they're removed. I would suggest making them a priority target.

The Advanced Communications Center and Shrine of Nod now prevent beacon purchases if they're destroyed.

SAM Sites are almost overpowered versus aircraft, will probably need to tone down their damage by 25% to 35% - play testing will help.

The Nod Obelisk cannot attack airborne units, but Nod has three SAM Sites that protect the base from airborne threats.
