
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 05 Sep 2011 06:50:24 GMT

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Today's update, so far:

The Nod Apache now fires a spread of bullets. It has fifty rounds. Each round fires eight tracer warheads that do 1.5 damage. If all rounds connect, it does 12 damage. Essentially it's like a shotgun. Very effective versus infantry (ala C&C 95), structures, but not as effective against vehicles as the Orca is.

To alleviate a problem with these two vehicles wherein they fire missiles from the cannon (Orca) or guns from the rocket pods (Apache), I gave both of them a blank secondary weapon which does nothing. Don't use secondary fire on them as it won't help you.

Also, I'll be distributing a modified dazzle.ini which fixes the headlights and brake lights of vehicles that have the dazzle bones for them. It also fixes REN_L5_REDLIGHT's dazzle effect so that you can view my blinking radio tower beacons across most of the level. It might also fix the nuclear strike not having a dazzle effect... Going to test that.

Fjord is almost ready for game-play testing. As soon as I fix some more niggling details I'll get it up on the 4.0 server.
