
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Mon, 12 Sep 2011 06:08:35 GMT

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Today's change list:

GDI Mammoth Tank now fires in tandem, instead of alternating barrels/pods. This behavior is in-line with CC95 and Red Alert. Cannon sound loudness increased by 35%.

Tiberium blossom tree has been fixed so that only the animated portion of it is connected to the WWSkin. This prevents the entire object from sounding like metal, or nothing at all, when shot at.

MGSILO_AG_1 and MNSILO_AG_1 were changed to MNSIL_AG_1 and MGSIL_AG_1 to fix the W3D file "collisions" when the 4.0 database runs on a server. Otherwise, you're booted out by the anti-cheat program if another level shares the filenames. It's an odd bug but needs to be fixed and has been.

Ore Refinery/civilian house window pivots were reset and the objects had their transforms reset in a bid to fix the "window breaks in a location that it doesn't exist in when shot" problem.

Flame Tank "sliding backwards" bug was fixed.

Recon Bike "helicopter bug" was fixed.

VIS sectors added. Doing preliminary VIS development in LevelEdit. Still can't find out why the Tiberium Harvesters and vehicles coming off the Nod Airstrip aren't following waypaths correctly - TT team is looking into it.
