
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sat, 22 Oct 2011 00:17:59 GMT

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Today's changes:

SAM Site now fires rockets whose explosion deals 100 damage spread out over an area of 15 meters, up from 6.

I'm re-boning and re-scaling the Recon Bike so that it's a little larger, and so that its rocket pods can move up and down to give you a visual cue of where it's aiming. The rockets already fire upward even though the model itself doesn't show that. I will let them fire directly above themselves.

I will be finishing up the original beta Apache, which has wheels and a working suspension. I'll be editing it so that it will hopefully rest on its rear wheel instead of sitting awkwardly flat.

I may also re-import the Orca and give it the working set of landing gear (not sure if I can get them to raise/lower depending on the height of the craft) that adjust themselves as you land. I may also increase its size slightly to make it easier to hit.

An exploit involving ore mines and Recon Bikes has been fixed.
