

Updated the map to version 2. Change log and file found below.

v2---

Map Specific Changes

- The gaps inside the tunnels have been fixed, and you can no longer see into or shoot through them.
- Corrected amount of ammo the rocket launcher from the equipment menu starts with. 6->36
- Fixed various vis bugs.
- Added Flag Pedestal to the map to go along with some of the unleashed preset changes.
- Added Kane/Locke Terminals inside the HON/Barracks to go along with some of the unleashed preset changes.

- Optimized the format of some textures.

Unleashed Changes-----

-Tick Tank

- The Tick Tank now properly deploys with an animation. Same with undeploy. Also, fixes an issue on servers and it spamming the tank dying when deploying/undeploying.
- Changed camera to Mammoth Tank camera. The deployed version of the vehicle is a little taller and needs a camera with more height.
- The Tank no longer gets bonus additional health when deploying.
- To accomadate the loss of health/armor when deploying, the base health/armor of the tank was raised to 300/300 from 350/250 AND the ARMOR type when deployed is now CNCMCTSkin. This makes it more resistant to a lot of damage.

-Fixed/Removed a buggy texture on the Power Plant stairs.

-Flamethrower reload lowered from 2.330 -> .1. It has 999/999 ammo anyways. So if you accidentally reload you're not punished.

-Lowered the reload speed of Proximity Mines from 2.000->1.500. This lets you place mines faster.

-Lowered the magazine size of covert ops from 8->6.

-Mendoza armor types changed from SkinChemWarrior and ShieldChemWarrior to SkinFlameThrower and ShieldFlameThrower. So no tiberium immunity but reduced damage from most explosions/splash and electric damage type.

-Added the Rocket Launcher(Standard) to the Equipment menu of both teams for 300 credits.

-Raised Recon Bike Primary Fire range from 60->90.

-Adjusted the c4 so they no longer sink into ceilings. Most notable for Proxy c4, as it won't sink into roofs and such.

- All c4 will now have their name when thrown instead of "C4 Explosive". So Proxy c4 will be called Proximity C4 for example.
- Reduced Mammoth Rockets fire sound Maximum Volume Radius from 100->30.
- Reduced Mammoth Rockets fire sound Drop-off Radius from 200->60.
- Reduced Apoc Tank Rockets fire sound Maximum Volume Radius from 100->30.
- Reduced Apoc Tank Rockets fire sound Drop-off Radius from 200->60.

- Adjusted Stealth Range for Infantry back to 30->25.

- GDI Ramjet and Nod Ramjet shots now match their team color.
- Covert Ops sniper shots now match their team color.
- 500 Snipers now have a very quick and very faint tracer. Sometimes not even really visible. Matches team color.

- Moved the position of Sakura Virus Purchase Terminal Icon.

- Corrected the hud for the Doomsday Tank. The previous Purchase Terminal Icon had decals on the vehicle that were removed. This has been fixed.

- Adjusted the passive credit trickle to 2 for Locke/Kane.

- Kane and Locke have been removed from the standard Purchase Terminal and have been given their own terminals in the Hand of Nod and GDI Barracks.
- With this change comes a Unit Limit of 1 per unit. So only 1 Kane or 1 Locke at a time.

- Kane, Locke, and Heavy Arms now have little icon indicating they cannot drive vehicles on their purchase terminal icon.
- Demo Infantry now has a little icon indicating they cannot enter vehicles at all on their purchase terminal icon.

- Added two new units the Combat Engineer for GDI, and the Combat Technician for Nod.
- Both have a new offensive focused "Repair Gun", called The Disassembler. Charges and does a long range beam type of shot. Good against vehicles and buildings, but weak against infantry unless you headshot.
- They both have 3 new deployable objects. Most deployables decay so you must occasionally repair them or they will die from the decay.
- Spitfire Turret: A small turret that automatically fires at enemies it spots. Can spot stealth units with a certain range.
- Deployable Cover: A small concrete wall you can deploy provide cover.
- Repair Tower: A tower that automatically repairs a single near by team member. Weak repairs. Can also attack enemies but has very weak damage when doing so.

- Hotwires and Technicians can now deploy a Sensor Array deployable. This object will track enemies within 20m and sound an alarm repeatedly while it sees them. It can spot stealth and spy units. It will additionally "flash" stealth enemies so you can see them.

- Removed the credit trickle from the hackers on both teams.
- Hackers now get a Hacker Terminal. This can be placed near enemy buildings and repaired to

steal credits from the enemy.

-Kane and Locke now have a team flag deployable. These flags can only be deployed on flag pedestals located throughout the map. While one of these are placed and remain alive, they will provide your team with passive health regen for infantry, 2 points per 2 seconds per player (these points also give credits), and it acts as a PCT for that team with a short per-user cooldown. Can be killed. Costs 255 to place. 10m cooldown to place a new one.

-All weapons/equipment with missing (or placeholder) icons on the hud now have their own weapon icons. Suicide (Kamikaze) weapon, Toxin Rifle, etc.

-Renamed the Volt Auto Rifle used by the Petrova units to Experimental Volt Rifle.

-Adjusted normal fire to 100 range from 50. Now the secondary fire is just a 20% damage boost for 3 ammo, no more range increase (it was already 100).

-Raised the amount players get from harvester dumps from 400->700 credits.

-Raised the time it takes to harvest from the tiberium field from 15->25 seconds.

-When turning in a tiberium dump, the game will now broadcast a message saying which player dumped the credits for which team.

-Raised price of Repair Tank to 600 from 350. Thought this was done already.

File Attachments

1) [C&C_IslandsStorm_Unlv2.zip](#), downloaded 334 times
