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Subject: C&C\_Volcano\_Flying  
Posted by [YSLMuffins](#) on Wed, 06 Aug 2003 00:45:12 GMT  
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Quote.\*\*\*\*\*  
\*\*\*\*\*C&C\_VOLCANO\_FLYING\*\*\*\*\*  
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SPECIAL THANKS (CREDIT WHERE CREDIT IS DUE): Abjab, and his W3d converter--I could not have gotten this map idea off of the ground without his tool. =D Dante, for pointing Abjab's converter my way. Aircraftkiller, for his TEMP preset database and string table (although using it meant I had to recreate my own ENTIRE database, which totalled about 50+ items, but the end result was worth it and it slimmed down things =P ); the miscellaneous modifications to the game are his doing--I just tweaked things to my personal tastes (these changes include: the Rocket Soldiers of each side how fire homing missiles, various sound changes to the flying vehicles, and many other things that do not show up on this map). And I guess the fake Mark Skaggs, whoever you are, for putting this idea into my head! Sorry if I miss out on anyone, I always remember stuff after the fact =(

Creator: Eric Kearns, but modified by YSLMuffins

The Story: A recent hoax on a new "official Renegade patch" by a fake Mark Skaggs inspired me to enable Flying units on the map Volcano. He mentioned that the patch would contain new maps, one of which was Volcano\_Flying. Since it has now been deemed a hoax, I took up on the

New Features: One additional alternative character model for the GDI Volt Auto Rifle and Nod's Railgun.

Unit Improvements: Humvee and Buggy units are now meant to be the anti-aircraft vehicles of the game, with increased firepower. Snipers now do a percentage of their original damage to aircraft (Orcas and Apaches) ONLY AS LONG AS THEIR ARMOR IS STILL UP. The Orca's missiles have been improved with a faster turn rate and the Apache's gun now has a longer range. The MRLS now has a moveable turret, but will only rotate 90 degrees left/right. The Chinook transports are more heavily armored.

Bugs: As far as I know, miscellaneous VIS glitches that I will NOT try to hunt down. It is impossible to hunt down every single one. You might notice tiny VIS glitches if you're bored and not fighting, but in the heat of battle I doubt you will notice them. If you do find a MAJOR VIS glitch that is HUGELY and UNAVOIDABLY noticable, please let me know. The one in the bunker overlooking the GDI Refinery is irreparable.

Author's notes: The aircraft are meant to go to places inaccessible to ground vehicles and foot soldiers. So why not use that advantage? The tiny opening on the mountain overshadowing both bases might be a hot spot for aircraft or maybe even an "uber-l33t" sniping spot. Using and accessing this area is not intended to be , nor should it be deemed, "exploiting a map glitch." As far as I know, I've covered up every place that aircraft are not meant to enter, including the openings to all of the tunnels and every bunker, but be weary that it could be very easy to lose

your aircraft should you get out at a bizarre spot on the map.

Have fun!

--YSL

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