
Subject: C&C_Volcano_Flying updated

Posted by [YSLMuffins](#) on Sat, 09 Aug 2003 06:33:41 GMT

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Several big VIS glitches have been fixed--I still continually find little small ones but I just decided to let them fly since they were not very significant. The VIS glitches alone is what prevents me from making this version the FINAL version, so it is just simply version 2.

Buggies and Humvees no longer do absurd amounts of damage against heavily armored vehicles, but maintain their effectiveness against light vehicles, mainly aircraft. The points awarded and damage is about the same as the APCs, which were never modified.

You can no longer fly off the map nor can you walk up to the volcano anymore. I'm confident I've fixed all of the places where you, on foot, can get stuck by walking off the mountains. I also fixed issues with the Refineries, where the aircraft tend to get stuck when landing on them--a problem which I believe exist on every flying map released after the building with ramps gmax was released. City and Walls doesn't have this problem, it turns out.

And I'd also like to point out that you'd access the Petrova and Kane models just as you would selecting alternate skins for all of the Boss characters...just cycle until you find them.