
Subject: Re: Upcoming Map C&C_Air
Posted by [zunnie](#) on Wed, 19 Dec 2012 14:41:53 GMT
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Just some general map info:

DONE:

- You spawn as a random character with unlimited ammo
- There are two consoles by each helipad to buy a Orca/Apache(\$1000) or Chinook(\$500)
- The Heli's cannot be repaired with repairguns; You must use the Repair Facility
- The Heli's take little damage from sniper weapons
- There is a crate at the nose of the Carrier
- Buildings play health notifications when at 75%, 50% and 25% health
- Repair Facilities and Tiberium Silo's can be restored to full health by repairing them after which they function again
- There is a Control Point on the Carrier. When repaired you get 4 Apache's or Orca's and can refill them on the deck

TODO:

- When you control the Carrier you get access to two F207 Jets. They have 2 bombs to drop off.
- The Jets can be refilled by flying over the deck.
- Jets have limited fuel: If it runs out you will crash down in the sea or islands
- Must make some scripts to lock vehicles to the team they belong to until someone has entered it...