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Subject: C&C Airbase released  
Posted by [OrcaPilot26](#) on Tue, 13 Jan 2004 00:54:41 GMT  
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[http://nova.deadlyfear.com/downloads/C&C\\_Airbase.zip](http://nova.deadlyfear.com/downloads/C&C_Airbase.zip)

Map Name: C&C\_Airbase | version 1.0

Creator: OrcaPilot26

Email: [orcapiot26@hotmail.com](mailto:orcapiot26@hotmail.com)

Theatre: GDI Airbase in Northeast Africa

Credits: Everyone who helped me fix any problems I encountered, and the beta testers who gave feedback. The Harrier model is loosely based of a model by Scarface for NOVA: Existence. The Humvee model was made by Sgt. May and facets 3d models.

I first started this map about 3 months ago, and after encountering various problems I finally have a version I think is good enough to release. It's not completely finished yet, and I plan to make an updated version in the future.

It's a Deathmatch map without PCTs which means you'll need to rely on the weapon spawns provided. The player spawn points are placed randomly throughout the map

There's a lot of new additions to this map, most noticeably the flyable AV-8B Harriers. These aircraft Aren't very manuverable compared to the Orca, but move much faster. They are armed with AGM-65 anti-tank missiles, 20mm cannon, and bombs(accessed by the "2" key). The Harrier's major weakness is that it only has enough coolant for 90 seconds of flight, after this your engine will begin overheating any the vehicle will take damage".

The Humvee has been replaced with a model that actually looks like a real humvee. It keeps its machine gun. The Rocket Launcher weapon has been beefed up, and now has homing rockets, but needs to reload after every shot.

Known Bugs: FPS rates may be slow at times due to the maps lack of vis, this should be fixed in the next version.

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Subject: C&C Airbase released  
Posted by [SuperFlyingEngi](#) on Tue, 13 Jan 2004 01:56:10 GMT  
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One Word:

YAYAYAYAYAYAYAYAYAYAYAYAYAYAYAYAY!!

EDIT: Friggin awesome, but considering how fast the harrier is, the map could be a bit bigger.

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Subject: C&C Airbase released  
Posted by [Fabian](#) on Tue, 13 Jan 2004 02:20:56 GMT  
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its very fun to play!  
Im missing a texture though...

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Subject: C&C Airbase released  
Posted by [Doitle](#) on Tue, 13 Jan 2004 03:02:12 GMT  
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Nice work dude. I checked and that texture shows for me, however, There's a problem with that small pit with the barels boxes and missiles in it. If you go down in it, stand against that metal siding looking texture and press enter. More times than not you will go right through the ground. I don't know how this would interfere with the gameplay much, it's just a little oddity, I was trying to hop into a plane that I had landed down there in case you were all wondering how I found it. I have more to do with my time than run around hitting E on everything in every map! ;p

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Subject: C&C Airbase released  
Posted by [YSLMuffins](#) on Tue, 13 Jan 2004 03:27:48 GMT  
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Great job! I've been looking for to this map for a while...

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Subject: C&C Airbase released  
Posted by [kriegerv](#) on Tue, 13 Jan 2004 12:39:27 GMT  
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Yes it's a nice map, only a too small for real good gameplay.

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Subject: C&C Airbase released  
Posted by [gendres](#) on Tue, 13 Jan 2004 14:27:44 GMT  
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yay!!!

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Subject: C&C Airbase released  
Posted by [xpontius](#) on Tue, 13 Jan 2004 17:49:09 GMT  
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The Harriers are tight Cant wait for version with vis, I was playing 1 person and my FPS still kinda stuttered. GJ

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Subject: C&C Airbase released  
Posted by [DeathRIP](#) on Tue, 13 Jan 2004 17:59:46 GMT  
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Impressive, I really need to learn how to do that. So many idea.

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Subject: C&C Airbase released  
Posted by [Deafwasp](#) on Tue, 13 Jan 2004 18:10:10 GMT  
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Wow Orca, that map just about inspires me to finish one of my maps.

Damned fine work muh'lad.

That texture is missing for me too.

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Subject: C&C Airbase released  
Posted by [spreegem](#) on Tue, 13 Jan 2004 18:42:53 GMT  
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If I were only at my house and not in keyboarding I would now be playing it. LOOKS GOOD  
COuld I please have permission to put your map on my site?  
EDIT: At home now

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Subject: C&C Airbase released  
Posted by [maytridy](#) on Wed, 14 Jan 2004 19:51:12 GMT  
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WOW. I just wish the C130, A-10's and them other airplanes were flyable. (The harrier is great )

Make the map biger, run VIS, lower texture repititions, and I say that's the greatest fan made map ever.

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Subject: C&C Airbase released  
Posted by [Deafwasp](#) on Thu, 15 Jan 2004 01:30:52 GMT  
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KEEP IN MIND THAT I LOVE THIS MAP.

Orca, if you plan on fixing the map up some more, I would suggest altering a few of the lazy spots, like that one room in the building with the boxes and the ramp to the roof door... that room just is weird..

And the outside appearance of the building, especially the tower could use a little more work.

The errors I have found and confirmed:

- In the room with the projector, there are powerups in front of the chairs and no possible way to get to them. Also there are several other instances of impossible to get to items, mainly because the character cant jump high enough.
- the one building you cant get into, has a a-10 in it. you can walk into the door of that building and fall off the map.
- in the building with the tower, there is a big texture error, texture missing.
- the arch shaped hangars with the catwalk spanning over the 3 and mounted guns on top, if your in a plane and are higher, the floor of the hangars are glitchy, delete the ground under them.
- That control room with all the equipment, there is a step down when you enter the room, that the player gets stopped by and has to jump to get through, should lower that a little so the character can easily traverse it.
- the harriers are real fun and all but there really isnt enough airspace to have a nice dogfight. And a orca could own the harriers as orcas weapons can target better. Still great though

Those are the only errors I found, otherwise it is a excellent map, I give it a 9.99 in score. Get that VIS done!

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Subject: Re: C&C Airbase released  
Posted by [kittyhawk](#) on Fri, 30 Jan 2004 20:49:48 GMT  
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Great map as a tester i have seen alot of improvement since the beta version you gave the four of us. The airspace was tiny on the beta and everything is bigger you've added pads nad f-14's and tents, the towers are cool, It would be nice to have a little more space.

Hint: A good hideout is down in the river BUT DO NOT TOUCH THE WATER!!!!