
Subject: C&C Airbase Released
Posted by [OrcaPilot26](#) on Wed, 14 Jan 2004 00:15:54 GMT
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http://nova.deadlyfear.com/downloads/C&C_Airbase.zip

IMPORTANT: make sure you have the latest scripts.dll, currently 1.3.1
http://sourceforge.net/project/shownotes.php?release_id=204997

Map Name: C&C_Airbase | version 1.0

Creator: OrcaPilot26

Email: orcapilot26@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 maneuverable 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.

Subject: C&C Airbase Released
Posted by [Slicer_238](#) on Wed, 14 Jan 2004 00:39:21 GMT
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Friggin' sweet and I d/led it now time to play it.

Subject: C&C Airbase Released
Posted by [kriegerv](#) on Wed, 14 Jan 2004 07:30:01 GMT
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Those harriers would be cool too for big maps like desert siege.

Subject: C&C Airbase Released
Posted by [cowmisfit](#) on Wed, 14 Jan 2004 11:33:08 GMT
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AWSOME!!!! I would d/l it now but no time about to head on off to school but u can bet ur ass ill get it tonight when i get on ren

Subject: C&C Airbase Released
Posted by [\[HLOW\]Tomten](#) on Wed, 14 Jan 2004 12:29:14 GMT
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Subject: C&C Airbase Released
Posted by [\[HLOW\]Tomten](#) on Wed, 14 Jan 2004 12:42:54 GMT
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very nice, only one thing tho. When you fly and press 2 to get bombs it dont work to press 2 again to go back to rockets and cannons (need to exit the plan and jump in again)

Subject: C&C Airbase Released
Posted by [Doitle](#) on Wed, 14 Jan 2004 12:53:17 GMT
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It worked for me. I was able to switch to bombs and back. I'd like to try this online. Better keep my eye out for servers.

Subject: C&C Airbase Released
Posted by [Alkaline](#) on Wed, 14 Jan 2004 13:55:11 GMT
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ahh the harriers blow up after 90 secs...lol I thought some robot AI was shooting me.. i was like wtf where is the bastard thats shooting me

Subject: C&C Airbase Released
Posted by [\[HLOW\]Tomten](#) on Wed, 14 Jan 2004 14:32:31 GMT
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"Alkaline" ahh the harriers blow up after 90 secs...lol I thought some robot AI was shooting me.. i was like wtf where is the bastard thats shooting me

Weird....my harrier didnt blow up, I used it for a good 5 min.

btw...screen: <http://hem.bredband.net/ohrmat/fly.jpg>

Subject: C&C Airbase Released
Posted by [Blazer](#) on Wed, 14 Jan 2004 16:35:29 GMT
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You press 1 and 2 to switch between cannon/rockets and bombs. Pretty fun map, I wish it had a bit more space to fly the harriers around. I like how you can fly an orca down close to the river water and hide

Subject: C&C Airbase Released
Posted by [Alkaline](#) on Wed, 14 Jan 2004 18:18:22 GMT
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ya wish it was bigger... also we want to fly the f-14's! and the big transport plane :twisted:

Subject: C&C Airbase Released
Posted by [OrcaPilot26](#) on Wed, 14 Jan 2004 19:12:27 GMT
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If the harrier doesn't blow up then you don't have the right scripts.dll version

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And I can't make the other aircraft flyable, Renegade won't support that kind of flying physics.

Subject: C&C Airbase Released
Posted by [npsmith82](#) on Thu, 15 Jan 2004 19:52:03 GMT
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Pretty good map. :thumbsup:

Small shame that you've limited the map borders, it'd be great to make it 2 or 3 times larger.

One thing i do enjoy on this map is getting a ramjet and playing clay pigeon shootin' with all the fly-pass air units, it'd be great to get a team of you there, see who can blast the apache/orca/a10 first. Maybe you could script a new game type, to count how many you get in each round.

Subject: C&C Airbase Released
Posted by [Vitaminous](#) on Sun, 25 Jan 2004 23:26:19 GMT
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Can someone send it to me? The file is corrupted...

Subject: C&C Airbase Released
Posted by [cowmisfit](#) on Mon, 26 Jan 2004 00:11:36 GMT
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Yea it wont work for me either.
