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Subject: C&C FjordsTR released  
Posted by [Aircraftkiller](#) on Fri, 28 Oct 2011 01:35:21 GMT  
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Change list:

Emitter intensity in the waterfall area has been reduced by 50%.

The Orca/Apache/Transport Helicopters now have spinning blades which spin up and shut down upon entering/leaving the vehicle. They also have skids and wheels, respectively, with an operating suspension.

Texture size on the Ore Refinery has been reduced by half to 1024x instead of 2048x in an effort to help improve frame rates.

The circuit breakers and their associated ceramic pieces have been reduced from thousands of polygons down to only 100 each, also in an effort to improve frame rates.

Fixed an exploit where vehicles could enter the ore mine system.

Artillery explosive radius has been reduced to 18 meters to match the MRLS. Damage spread throughout the 18 meter radius has been reduced to 125, down from 175.

Orcas now fire a secondary Shrapnel warhead machine gun, which is only effective against infantry. Orca reload time was increased by one second.

Apaches now fire a secondary salvo of rockets, doing 1.5 damage each. They are unguided and are affected by gravity, and they spread out as they fly farther. You will have to fly your vehicle at a target in order to use them effectively. You can also use them to bombard targets from a distance. Their range is 110 meters, roughly the same as most tanks.

Apache cannon was improved so that it does 10 damage instead of 8. It fires slightly slower. It also has an "explosive radius" which is invisible, but does 0.5 damage within two meters. Helps kill infantry since its warhead isn't particularly effective against them. Its range was increased to 90 meters to help fend off Orcas.

Stealth Tank missiles were improved. They turn better and fly 25% faster.

Recon Bike missiles were improved. They now have a 110 meter range, fly faster, and turn better. They now have the explosion type "Explosion\_Rocket\_Medium" instead of Small, doing 100 damage within six meters instead of four meters. They're now much more suitable for taking down Orcas.

Mammoth Tank missiles turn slightly better and have a range of 90 meters to match the Apache's new range.

Rocket Soldiers now fire missiles that fly at speed of 75, instead of 50.

Gunner now fires missiles that fly at a speed of 85, instead of 100.

Orca rockets now do 35 damage, down from 45. They take half a second longer to reload, and their explosive radius was reduced to Rocket\_Light. They now spread 100 damage across 4 meters instead of 6.

Orca and Apache were too fast for the scale of this level. They have had their speed reduced by 15%.

Orca and Apache now roll realistically as they turn, and they turn roughly 40% slower than before. The Apache turns slightly faster than the Orca, having a tail rotor to spin it around quicker.

Turret health reduced to 300, down from 400.

SAM Site now fires rockets whose explosion deals 100 damage spread out over an area of 15 meters, up from 6.

Spawning gun turrets at the substation were given 350/350 health instead of 150/150.

Orcas now look more visually nimble. Their engines pivot faster and they roll a bit more. They now have a customized version of the engine exhaust that stretches out farther as it flies faster, and disappears when you hover.

Apache handling was tweaked. It's a bit easier to fly it now.

Transport Helicopters now feel "bulkier" when you pilot them. Will be replacing their crappy models with a version that has skids and improved smoothing groups so they don't look as blocky. They will also get modeled helicopter blades that spin up and shut down.

Transport Helicopters now have an operational machine gun on the left side of the craft. It has a turret restriction and can only fire within the space of the window it occupies. It can fire 55 degrees up and 55 degrees down. It uses the same machine gun as the Orca.

Radio command icons were changed. "Don't get in my way" and "Watch where you're pointing that" are now middle fingers. It helps illustrate the frustration.

The Orca's engine exhaust is currently broken in this version of 4.0. It will be fixed once TT updates to the next version after the current one.