
Subject: [Map] C&C_IslandsStorm_Unl

Posted by [BlazeDragoon](#) on Sat, 22 Jun 2024 21:05:16 GMT

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A new stormy nighttime variant of Islands with some map changes and a .mix stand-alone variant of my Unleashed Preset.

The Map

Here's a list of changes made from default Islands.

The weather is the most obvious change. It's a stormy dark nighttime, with a very heavy rain. Many of the terrain textures have been changed, just to make the map feel a little different. Natural Rock/Mountain formations that block base to base and some other paths to hitting building. To hit the enemy base with a vehicle you will need to be at least most of the way through the water crossing in the middle of the map.

The middle area in the where you cross the water with vehicles that normally isn't accessible, is now accessible as a small infantry only area.

The GDI Entrance now has a small barrier to give GDI some small relief at the base entrance. Will provide vehicles/repairers a little cover.

The Unleashed Preset

The Unleashed preset is a set of changes from my Unleashed Mod, whose primary goal is to add more variety to the game. The preset was converted to a temps preset for standalone .mix maps, but remains mostly the same. However, it has been updated quite a lot with a lot of changes since my Unleashed 4.6 Release. There's... really too much to cover every change. I will list some the highlights and big changes though. Additionally, there are some hud screenshots provided at the bottom so you can see most of the new units and their prices.

Many new alternate fire modes for both old and new units. So left click for default fire, right click for alternate fire. Ex: Volt Auto Rifle having a 2nd "overcharge" fire that extends range and gives a damage boost at the cost of 3 ammo per shot.

Many standard renegade units have been adjusted or buffed slightly to make them more desirable and usable. This may be something as simple as a health/armor buff, an alternate fire mode, or a small damage boost.

23~ New Infantry Units(including alternate variations of some units). Also, some new skin variants of some existing units.

30~ New Vehicle Units. This includes completely new units, variants like the option to get an MRLS with a rotating turret, medium tank/mammoth tank variants, light tank variant, and more. Functioning player harvesters that you can buy, and harvest credits with.

An equipment menu with a few options on it.

A new "Tiberium Strike" beacon. This functions as a large radius anti-infantry beacon. Has a much larger radius than a nuke or ion but only really kills infantry.

Many various improvements such as making use of Mortalc13's better and fixed weapons. So higher quality third person, back, and power-up models for weapons. Additionally, Proximity C4 will no longer 100% sink into the roof and will now stick the bottom out the c4 out a little.

... and more

File Attachments

1) [C&C_IslandsStorm_Unl.zip](#), downloaded 319 times

Subject: Re: [Map] C&C_IslandsStorm_Unl

Posted by [BlazeDragoon](#) on Sun, 23 Jun 2024 20:14:51 GMT

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On another note if anyone is interested in messing with the preset/map feel free. Includes the .lvl and all of that. Attaching the mess of a mod folder to this post. If you want the .mix check the first post.

File Attachments

1) [IslandsStorm_Unl.zip](#), downloaded 294 times

Subject: Re: [Map] C&C_IslandsStorm_Unl

Posted by [Goztow](#) on Mon, 24 Jun 2024 05:06:15 GMT

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Thanks for the release!

Subject: Re: [Map] C&C_IslandsStorm_Unl

Posted by [Reaver11](#) on Sun, 30 Jun 2024 08:31:16 GMT

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Great effort there are some nice features like the equipment menu well done.
Nice use of extra characters from the main game.

The main thing I find is that multiple of the extra vehicles lack cohesion.
Cars like the Viper and Ferrari are for me a weird add.
Note they are also too high on their suspension.

I would try to keep NOD and GDI as military organisations.
For example the mobile stealth generator / tank is a good add for NOD it fits.
However a Doomsday tank for GDI?

GDI has more powerfull extra tanks than NOD does.

A similair unit you add, possibly for balance against GDI, the Heavy Arms for NOD.

It can't use a vehicle which makes sence but it just doesn't fit NOD in terms of colour and design.

Also the hacker adds an SBH to GDI it diminishes side differences.

However I do like your spy idea.

I get that you wanted more variety however I think less is more.

And multiple extra units look out of place.

Just my opinion love the work and effort.

So keep modding and playing the game!

Subject: Re: [Map] C&C_IslandsStorm_Unl

Posted by [BlazeDragoon](#) on Mon, 12 Aug 2024 12:45:47 GMT

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Updated the map to version 2. Change log and file found below.

v2---

Map Specific Changes

- The gaps inside the tunnels have been fixed, and you can no longer see into or shoot through them.
- Corrected amount of ammo the rocket launcher from the equipment menu starts with. 6->36
- Fixed various vis bugs.
- Added Flag Pedestal to the map to go along with some of the unleashed preset changes.
- Added Kane/Locke Terminals inside the HON/Barracks to go along with some of the unleashed preset changes.
- Optimized the format of some textures.

Unleashed Changes-----

-Tick Tank

- The Tick Tank now properly deploys with an animation. Same with undeploy. Also, fixes an issue on servers and it spamming the tank dying when deploying/undeploying.
- Changed camera to Mammoth Tank camera. The deployed version of the vehicle is a little taller and needs a camera with more height.
- The Tank no longer gets bonus additional health when deploying.
- To accomodate the loss of health/armor when deploying, the base health/armor of the tank was raised to 300/300 from 350/250 AND the ARMOR type when deployed is now CNCMCTSkin. This makes it more resistant to a lot of damage.

- Fixed/Removed a buggy texture on the Power Plant stairs.
- Flamethrower reload lowered from 2.330 -> .1. It has 999/999 ammo anyways. So if you accidentally reload you're not punished.
- Lowered the reload speed of Proximity Mines from 2.000->1.500. This lets you place mines faster.
- Lowered the magazine size of covert ops from 8->6.
- Mendoza armor types changed from SkinChemWarrior and ShieldChemWarrior to SkinFlameThrower and ShieldFlameThrower. So no tiberium immunity but reduced damage from most explosions/splash and electric damage type.
- Added the Rocket Launcher(Standard) to the Equipment menu of both teams for 300 credits.
- Raised Recon Bike Primary Fire range from 60->90.
- Adjusted the c4 so they no longer sink into ceilings. Most notable for Proxy c4, as it won't sink into roofs and such.
- All c4 will now have their name when thrown instead of "C4 Explosive". So Proxy c4 will be called Proximity C4 for example.
- Reduced Mammoth Rockets fire sound Maximum Volume Radius from 100->30.
- Reduced Mammoth Rockets fire sound Drop-off Radius from 200->60.
- Reduced Apoc Tank Rockets fire sound Maximum Volume Radius from 100->30.
- Reduced Apoc Tank Rockets fire sound Drop-off Radius from 200->60.
- Adjusted Stealth Range for Infantry back to 30->25.
- GDI Ramjet and Nod Ramjet shots now match their team color.
- Covert Ops sniper shots now match their team color.
- 500 Snipers now have a very quick and very faint tracer. Sometimes not even really visible. Matches team color.
- Moved the position of Sakura Virus Purchase Terminal Icon.
- Corrected the hud for the Doomsday Tank. The previous Purchase Terminal Icon had decals on the vehicle that were removed. This has been fixed.
- Adjusted the passive credit trickle to 2 for Locke/Kane.
- Kane and Locke have been removed from the standard Purchase Terminal and have been given their own terminals in the Hand of Nod and GDI Barracks.
- With this change comes a Unit Limit of 1 per unit. So only 1 Kane or 1 Locke at a time.
- Kane, Locke, and Heavy Arms now have little icon indicating they cannot drive vehicles on their purchase terminal icon.
- Demo Infantry now has a little icon indicating they cannot enter vehicles at all on their purchase terminal icon.
- Added two new units the Combat Engineer for GDI, and the Combat Technician for Nod.
- Both have a new offensive focused "Repair Gun", called The Disassembler. Charges and does a

long range beam type of shot. Good against vehicles and buildings, but weak against infantry unless you headshot.

--They both have 3 new deployable objects. Most deployables decay so you must occasionally repair them or they will die from the decay.

---Spitfire Turret: A small turret that automatically fires at enemies it spots. Can spot stealth units with a certain range.

---Deployable Cover: A small concrete wall you can deploy provide cover.

---Repair Tower: A tower that automatically repairs a single near by team member. Weak repairs. Can also attack enemies but has very weak damage when doing so.

-Hotwires and Technicians can now deploy a Sensor Array deployable. This object will track enemies within 20m and sound an alarm repeatedly while it sees them. It can spot stealth and spy units. It will additionally "flash" stealth enemies so you can see them.

-Removed the credit trickle from the hackers on both teams.

-Hackers now get a Hacker Terminal. This can be placed near enemy buildings and repaired to steal credits from the enemy.

-Kane and Locke now have a team flag deployable. These flags can only be deployed on flag pedestals located throughout the map. While one of these are placed and remain alive, they will provide your team with passive health regen for infantry, 2 points per 2 seconds per player (these points also give credits), and it acts as a PCT for that team with a short per-user cooldown. Can be killed. Costs 255 to place. 10m cooldown to place a new one.

-All weapons/equipment with missing(or placeholder) icons on the hud now have their own weapon icons. Suicide(Kamikaze) weapon, Toxin Rifle, etc.

-Renamed the Volt Auto Rifle used by the Petrova units to Experimental Volt Rifle.

-Adjusted normal fire to 100 range from 50. Now the secondary fire is just a 20% damage boost for 3 ammo, no more range increase (it was already 100).

-Raised the amount players get from harvester dumps from 400->700 credits.

-Raised the time it takes to harvest from the tiberium field from 15->25 seconds.

-When turning in a tiberium dump, the game will now broadcast a message saying which player dumped the credits for which team.

-Raised price of Repair Tank to 600 from 350. Thought this was done already.

File Attachments

1) [C&C_IslandsStorm_Unlv2.zip](#), downloaded 261 times

Subject: Re: [Map] C&C_IslandsStorm_Unl

Posted by [BlazeDragoon](#) on Mon, 12 Aug 2024 13:45:03 GMT

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Forgot the update LE Folder if anyone wants. Attached to this post.

File Attachments

- 1) [IslandsStorm_Unl_LEFolder.7z](#), downloaded 245 times
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