

Command & Conquer(tm) Generals Zero Hour

STATUS REPORT FROM THE BATTLEFIELD

X47 Modification (ZH) V1.37

February 17, 2004

This Mod Is EA V1.02 Compliant

For latest news and updates for the original game visit:
<http://www.eagames.com/official/cc/generals/us/home.jsp?ncc=1>

Installation:

Put the file in the Zero Hour main directory.

Due to questions, this means here:

C:\Program Files\EA GAMES\Command & Conquer Generals Zero Hour

Un-installation:

Delete the file from the main directory.

This mod rebalances the game quite significantly, in an attempt to make it a bit less stupid in some areas. i.e. Col. Burton being more powerful than a Paladin Tank, which I noticed in single player at one point.

Build limits have been installed on Auroras and F-117 Heavy Fighters, which are very powerful.

The USA is orientated around the best air units, powerful super weapons and versatile ground units. They are expensive to run and have more restrictive build trees. The other teams will progress with upgrades and especially super weapons quicker, depending on how the player runs their army.

China is orientated around having a balanced side in all areas, but with an air force capable of taking on the US.

The GLA is designed to have pretty basic units mostly, but tough structures and cheaper units and buildings.

Currently the AI does not use new units.

Single Player is NOT supported.

The mod should really be played against human enemies. The AI in Generals is pathetic without the mod, and with so many changes coupled with my map scripting failures the AI is equally unchallenging with the mod, and loses out because it does not use any new features. Only a human enemy can see the weaknesses of each side, the AI just generally attacks, and not much else.

New Additions

USA:

Naval Yard

Battleship

ATV Hovercraft Transport

Large Airfield

F-35A JSF with Vertical Take Off/landing

Replaced A10 Strike with F-35 Carrier Strike

F-22 Stealth Addition

F-117's equipped with 2 powerful missiles

Recon Comanche

AA Comanche

Heavy Apache

F-16D Support Jet

B-2 Stealth Bomber - Nuclear Payload

B-52H - Vacuum Bomb Payload

MOAB Upgrade

Chinook Re-scaled

New Blackhawk Transport/Med-Evac

KA-50 Black Shark Demonstrator (5 Unit Limit)

Pathfinder with railgun (USA / General Townes)

M1A4 Abrams Prototype (7 Unit Limit)

Laser Paladin (Laser General Only)

Moved most USA upgrades to the Strategy Center

Leaflet Drop Cut (Stupid Weapon)

Supply Drop

USA Nuke Silo (Un-skinned)

Pillbox

Skynet AI R&D Center - Super Weapon Development/Control Center

China:

Naval Yard

Frigate
Patrol Boat

SU-47 Heavy Fighter
KA-50

Black lotus can hack money, and go inside internet centers

T-98
Minelayer Tank (5 Unit Limit)

Napalm Strike
Neutron Blast
GPS Hack added (Fits better here because of black lotus/hacker abilities)
Most upgrades now in the propaganda center
Missile Site (long range base defense)

GLA:
Naval Yard
Suicide Boat

Airfield
AH-6 Littlebird (4 Unit Limit)
Suicide plane (Manual detonation)
Stolen Apache (1 Unit Limit)

Sniper

T-72 Replaces Scorpion (Default Side)

Black Market Nuke weapon added
Terror Cell added
Black market generates more money
Most upgrades in Palace/Black Market
GPS Hack Cut (Too high-tech for this side)
Scud Launcher can lockdown for defensive purposes
Guard Tower

Misc:

Nukes in the game are supposed to be small field versions of the real thing. The big "Real" nukes are far too powerful for CnC.

It is a better scenario that the Boss General has "Acquired" plans/specs even working versions of other faction's vehicles through whatever channels, rather than capturing

and corrupting heaps of enemy troops. Therefore General Leang can no longer build all the hero units. She has been given a Chinese sniper based on the Pathfinder to keep her powers varied.

The M1A4 is an advanced tank prototype design in the field test stage. The USA will receive two from reinforcement pads.

F-35 Joint Strike Fighters are stealth aircraft. Since they launch vertically, they have a much quicker response time than conventional jets. The F-35 is also very fast.

The new Comanche variants are designed to add a greater flexibility to the US air force. Planes on guard duty have to circle an area, but helicopters can stand stationary demonstrating a slightly quicker response to threats. The other advantage is the Comanches have more ammo and weapons than jets, so make a more effective guarding unit.

The Apache, while lacking the stealth and greater speed of new Comanches, is designed to be a heavy attack helicopter, equipped with lots of armaments.

The F-16D is intended to function as a support aircraft. The F-16D incorporates missile jamming, countermeasures, EMP missiles and a point defense laser.

The Blackhawk is a cheaper alternative to the Chinook for transporting a small group of infantry. It can perform a combat drop attack, and has basic integrated field medical equipment onboard that can heal occupants. When attacking a ship, it can drop a torpedo style weapon onto it.

Pilot Ejections from US vehicles have been removed. This is because these vehicles are operated by crews not a single pilot. US aircraft now eject one or two pilots in an attempt to reflect the real seating arrangements seen today.

RPG type infantry weapons can no longer target airborne infantry.

Super Weapon charge times increased.

The Chinese air force was far too basic for such advanced fighters such as the Mig V1.44 (Mig-39) and the S-37 Berkut (SU-47). Each of the aircraft has been given Plasma Stealth technology (as well as weapon upgrades), which is currently very experimental. The SU-47 also has missile jamming equipment.

T-72 Can Disarm Minefields.

The Chinese Minelayer is capable of firing rockets that scatter mines over a small target area. These rockets have a short range, but are more than capable of firing over some allied units that are protecting them. The Minelayer can also disarm enemy minefields.

T-98 tanks are a midway between basic battle-masters and large expensive Overlords. These tanks will eventually replace all the battle-masters in China's army.

The Terror cell operates in the exact same way as a Rebel Ambush. However this weapon creates suicide bombers.

The Black Market Nuke can be bought and launched from the GLA's Black Market. A cargo plane will deliver the dirty bomb to a target area.

I have made a Laser Defense turret an infantry/air/missile only weapon for 3 US sides. This turret is a clone of the Laser General building, but cannot target land vehicles. This saves the power and financial costs. It also does not have assisted targeting. The laser general has been given a turret that can deal with all vehicles and infantry, but is more expensive and consumes more power. It cannot shoot down small missiles.

The Skynet center can call in a supply drop from a C-130 Hercules. This is not however limited to a drop zone, and can be delivered anywhere on the map, and collected by any player.

Large starting amounts have been added in skirmish. This is really for my benefit for testing, but can be useful to players testing out new strategies and unit strengths.

Standard teams have some units from their generals. I believe it's stupid that the standard teams, (Which are the teams as a whole) do not benefit from individual general advances. While each general has not been entirely stripped, which would make generals a useless feature, the more useful units and some upgrades have been copied. Each general still chooses to specialize though. The GLA, by its cell nature, is exempt from this. The GLA does not have a lot of general specific units, only abilities.

The Napalm Bomb can be queued up behind the other Helix upgrades, but not with the upgrades behind the Napalm Bomb.

The Shell Map now shows some new units in a military airfield, and some challenge mode maps have been changed to give you more money. This is because the US generals have higher costs.

It is now possible for China to hack Black Markets.

The Spectre gunship model was stupid looking. It has been replaced with an AC-130 "Spooky" Spectre Gunship, which is not perfect. It is obviously slower and so can get taken out easier.

The Boss general has been enabled in skirmish and challenge mode. In challenge mode the Boss plays her own unique campaign. The AI cannot control this team in skirmish, so it is player side only. If someone can make an AI script for this team, even if it's the default Boss team, that would be very useful.

The Scud Launcher permanently clamps down when it attacks. This is an initial attempt to stop artillery units moving about all the time when defending. The hope is to have a selectable hold or maneuver.

The Boss general now uses the Tomahawk Storm, not the Scud Storm.

The GLA should not have an air force. The story here then is they salvaged some AH-6 choppers (Severe build limit). Suicide planes are an obvious addition though.

The US ICBM Silo is now a stealth structure.

The Skynet Center, once upgraded, is very powerful. As soon as one of these structures is built by an enemy player, it is essential it is destroyed. It can hack other faction's special powers, like China's carpet bomb, or the GLA's anthrax bomb. It can also generate money, hack Radar and GPS systems to give stealth to ground units, and bankrupt enemy players. The Skynet AI can also move some of your units instantly across time in an invisible time "Corridor" to a desired location after a Chrono-shift research upgrade. This time shifting is a one way deal. No units can go back. It works in a similar way to tunnel networks, and the endpoint can be shut-off. To select the endpoint drag a box around the area where the endpoint was placed.

Known Bugs:

The USA Nuke Silo Launches its missile fine now, however the fix has made a mess of the skin. Any offers for fixing this, or perhaps someone has already, are greatly appreciated.

The old .CSF editor I used corrupted some entries. Please let me know if you find any.

If you notice large black areas (or sea areas where they shouldn't be) around the shell map, any cinematics, or when the game starts some maps, it is due to the new camera height. It is fine in the game (not any cinematic sequences or very high locations at times). No idea why this happens.

It is generally best to play single player un-modded, since EA did a delicate balancing job with it. I have been informed single player campaigns (not challenge) do not work.

This game does not support the future. It sounds stupid, but if the year on your system clock is high, like 2083 (Probably earlier too) the game will not run this mod. It is to do with the Main Menu displaying the clock. Download Sleipnir's ZH interface mod and look at the files. Then delete these files from my mod if you play this in 2083.

The Blackhawk had vertical lines running from the unit to the ground when 3D shadows were enabled. No idea why it was doing this. I have removed the shadow for now so

players who like shadows will not get those annoying lines. No shadow is better than a bad noticeable one.

JSF aircraft land at an angle when reloading/repairing. This is purely an aesthetic concern, and simply re-launching them after reload/repair and they will land properly. This is due to the way aircraft that can hover, such as Comanches behave. This is not a priority, and likely won't be fixed.

I stole some guy's picture off the net somewhere for the CIA Agent. I think he is some suit model or something. I have no idea who he is, but if he has a problem with his image being used, then he can contact me on the E-Mail at the bottom of this file. While this isn't a bug, it needs to be pointed out.

I'd like to thank EA for making such a fantastic AI that's so much fun and does not make me want to uninstall the game.

*** If maps are included, put them here: ***

C:\Documents and Settings*YOUR WINDOWS USER NAME*\My Documents\
Command and Conquer Generals Zero Hour Data\Maps

Additional Credits:

GLA Apache/M1A1 Base Models - Killakanz
Dozer command set switching code - LOFS Team (Light Of Five Stars Mod)
F-16/Frigate/Patrol Boat/Naval Yards/SAM Site Models - LOFS Team
T-72/Minelayer/US Apache/KA-50/AH-1/T-98 Models/CIA Agent - LOFS Team
SU-47/Big Airfield Models - eRe (Air force Mod)
Blackhawk/AH-6 Models - EnterDestiny
Main Menu Interface/Random Weapon Hack Idea - Sleipnir
GLA Airfield Model - Unknown
Toxin Plane - EvilleJedi
US Generic Unit Sounds - Sponge
Neutron Blast Idea - General-Pain
F-35 JSF - Garrick

Special Thanks:

Rush3000 - Encouragement, Some Bug Finding
James Wesley Cheng - Encouragement, Kindness
LOFS - For a lot of models
All the fans that help me out

<http://lofs.unleashed.ws/>

<http://www.sleipnirstuff.com/forum/viewforum.php?f=14>

<http://www.gamingforums.com/showthread.php?t=77392&page=1&pp=1>

Sorry if I've missed anyone, contact me and I can sort it out.

Thanks to the Command and Conquer community for the help, and to EALA for the things I liked about CnC Generals.

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If anyone has a Terminator T-101 / T-1 skinned and boned model they would let me use please get in touch.

Test Computer:

ATI 9800XT

XP2700+ 333

A7N8X Deluxe

2 * 512MB PC2700 333 Dual Channel

550W PSU