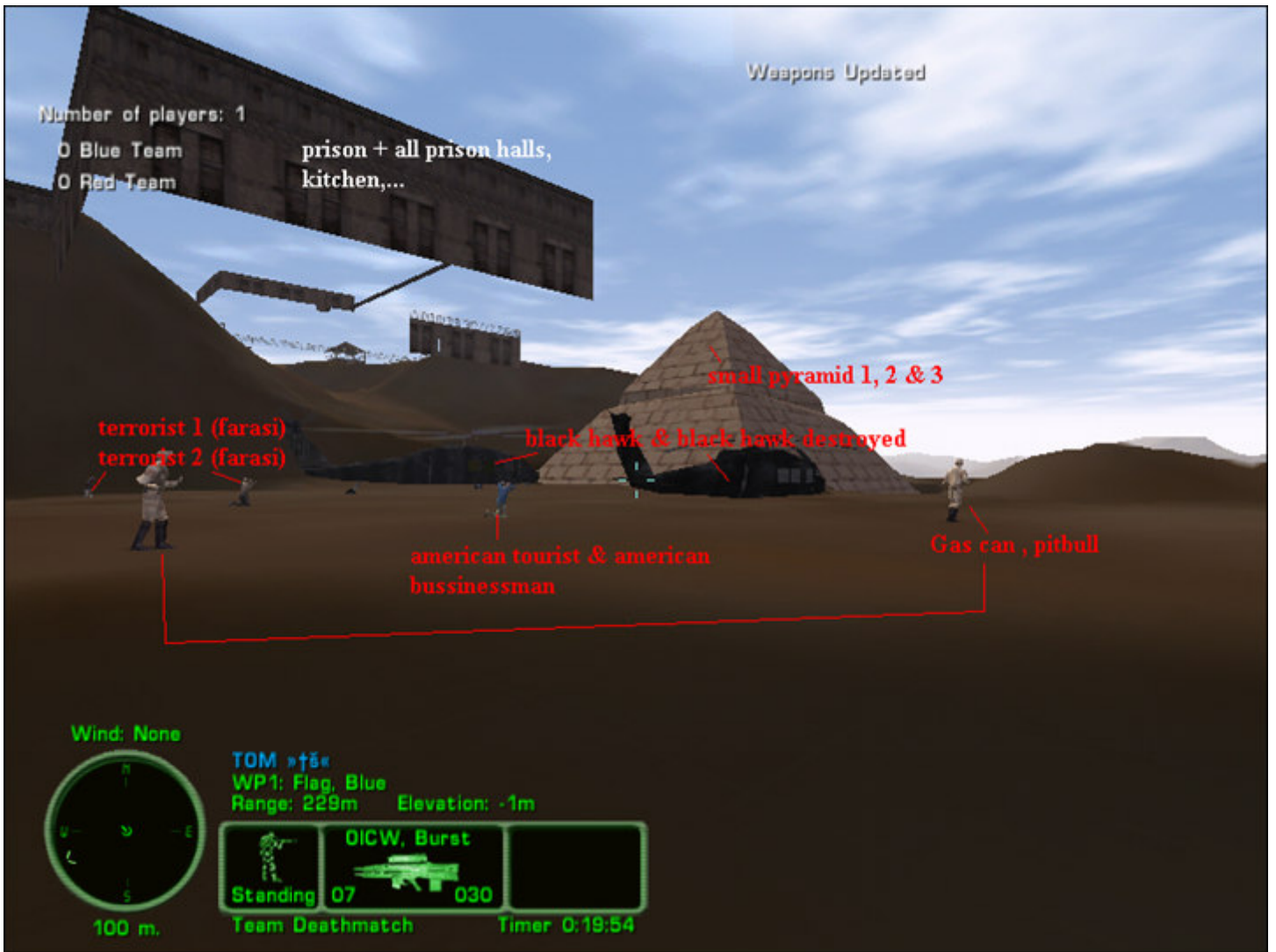


Delta Force Land Warrior Demo Items UPDATE 3

1) Old demo objects before any update

General Objects:





Also: All Egyptian tunnels:
 Ehal0 – ehal7



ehal01



ehal02



ehal03



ehal04 (long)



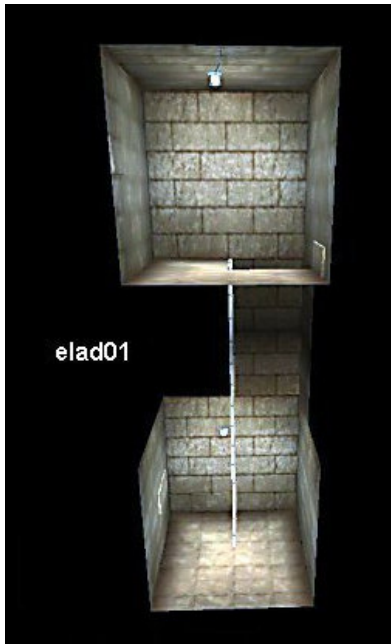
ehal05 (med)



ehal06 (short)



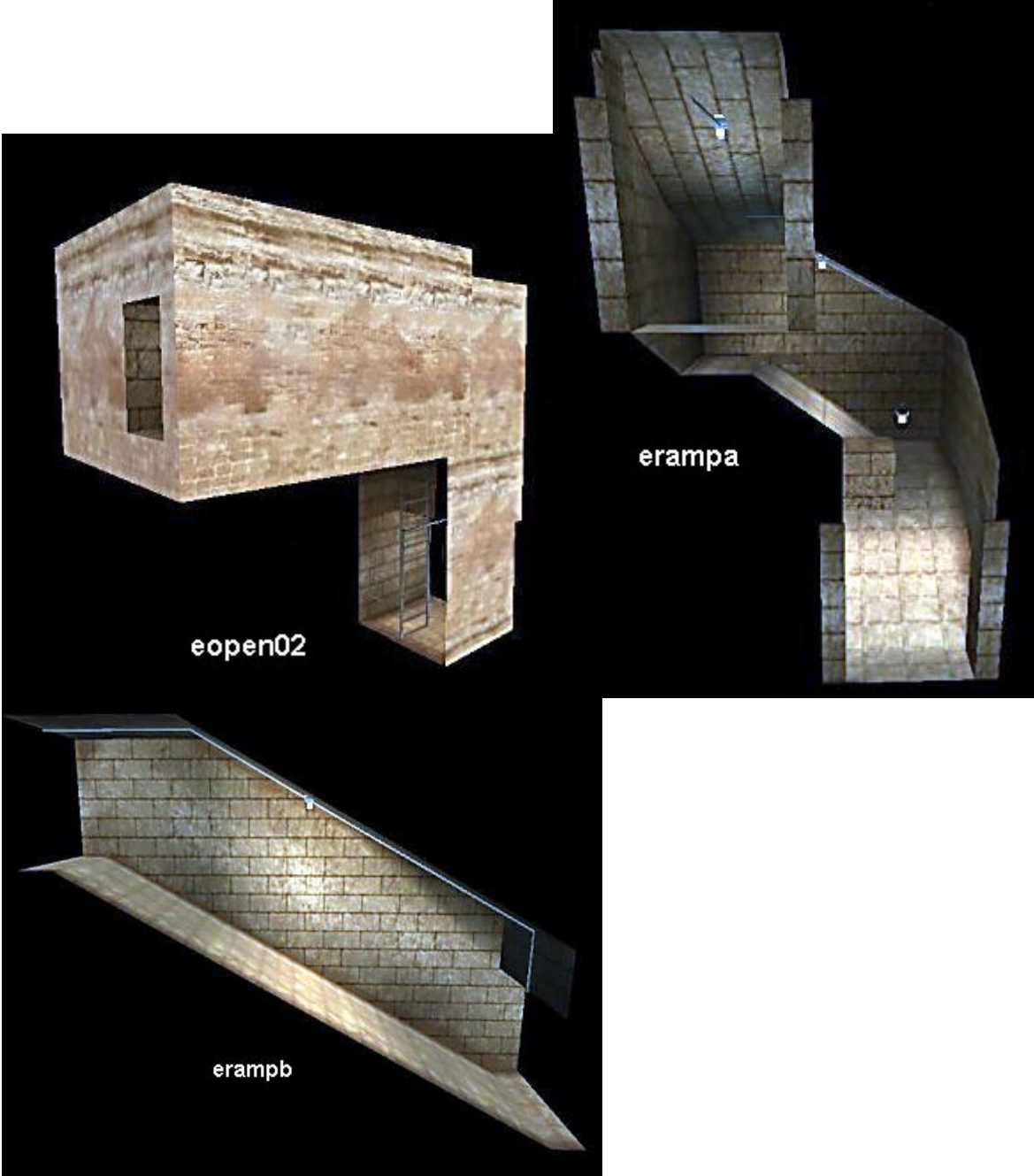
elad01 (ladder connection)



connection for pyramid:



Tunnel connection: eopen02 (takes you down to z=-8)





erma01



erma02



erma03



erma04



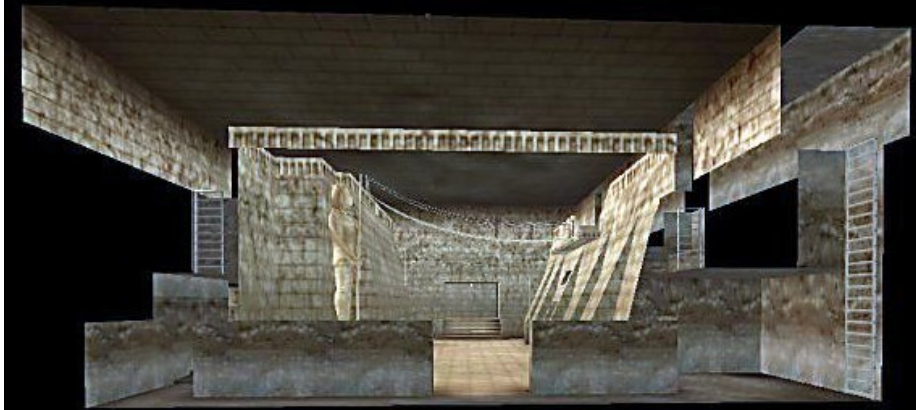
ermb01



ermc01



ermf01

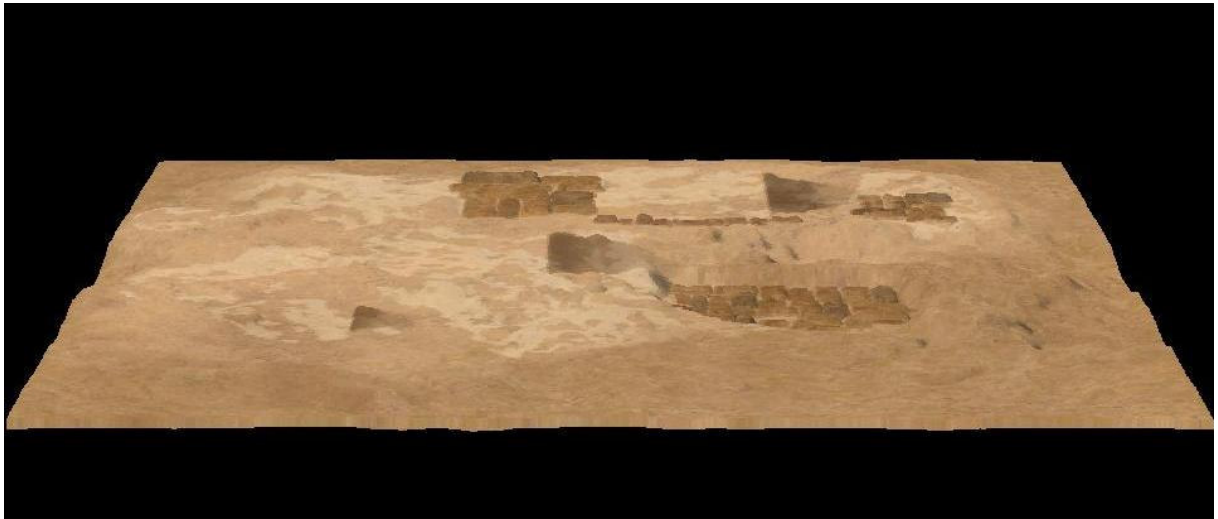


ermg01

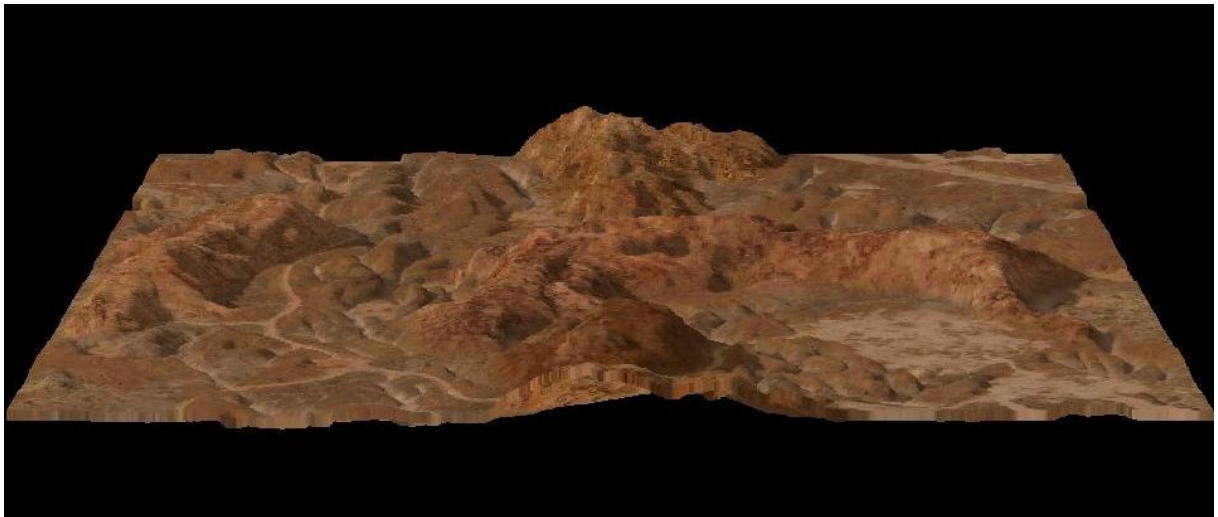


scrud brush

Terrains:
D3.TRN:



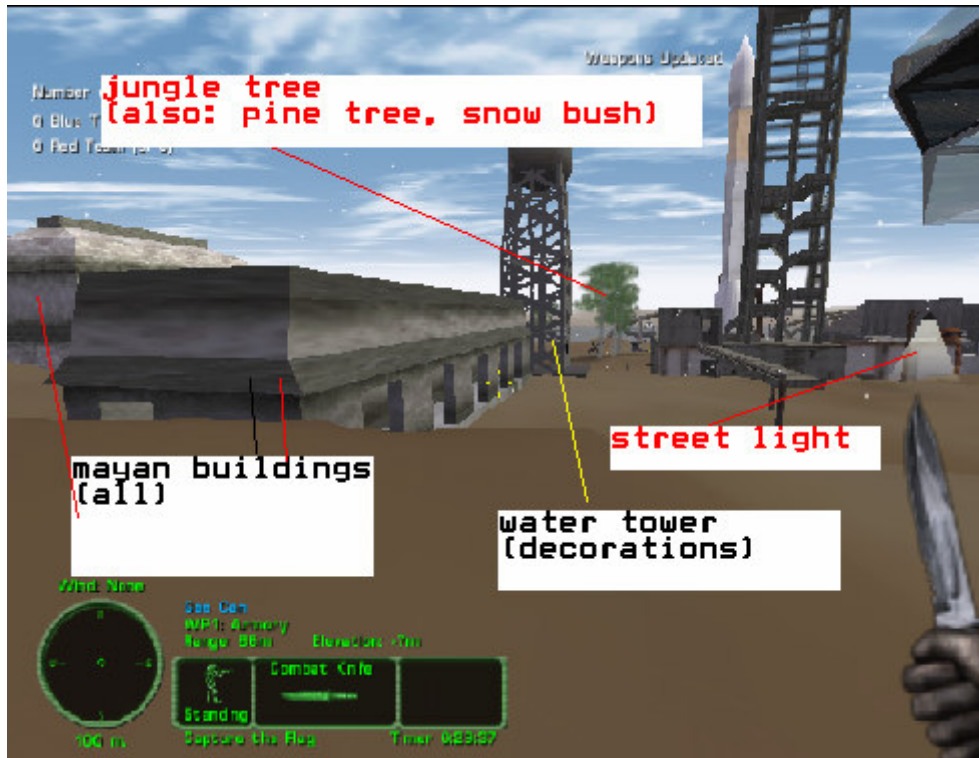
D4.TRN:



2) New Items after update 1:


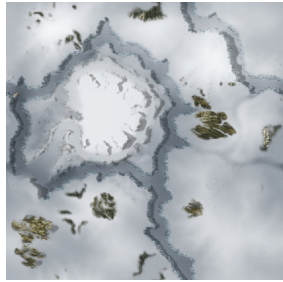
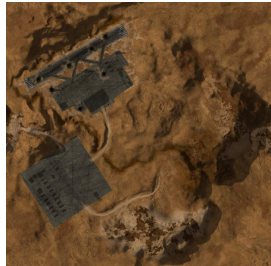
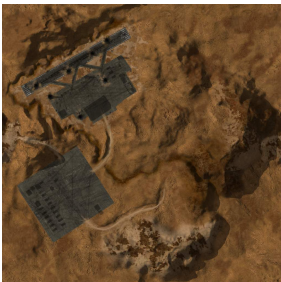


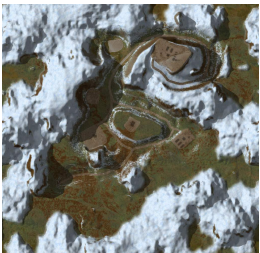




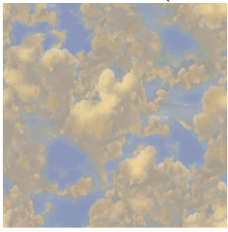


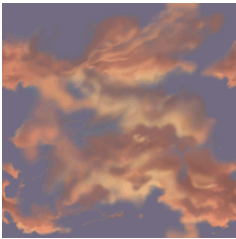
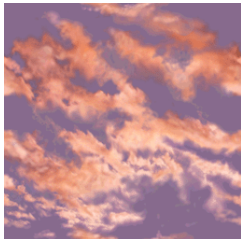



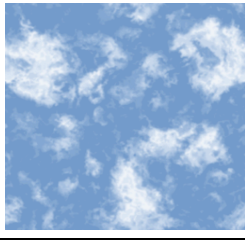
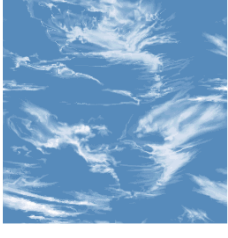


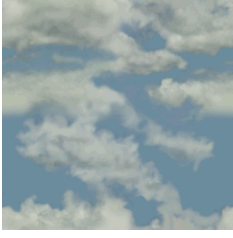
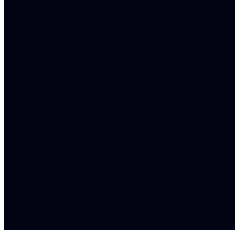
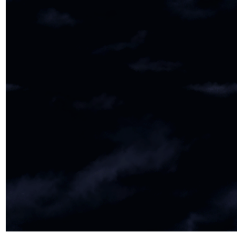


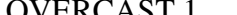



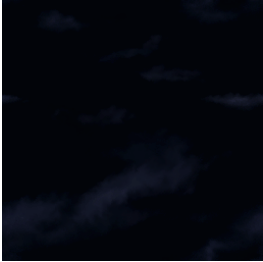






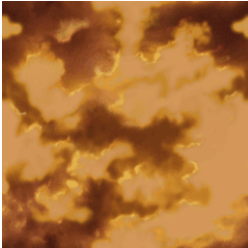


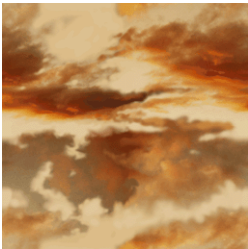
To make it snow: check the 'weather' checkbox and select 'snow'.

New terrains:

<p>G1.TRN</p> 	<p>S2.TRN</p> 	<p>Kandahr1.TRN</p> 
<p>MP3.TRN</p> 	<p>OP12.TRN</p> 	<p>OP19.TRN</p> 
<p>OP23.TRN</p> 		

Skys, sunsets:

SUNRISE1 (from BHD): 	SUNRISE2 	SUNRISE3 
SUNRISE4 	SUNRISE5 	SUNRISE6 
SUNSET1 	OVERCAST1 	DAY1 
DAY2 	DAY3 	DAY4 
DAY5 	NIGHT1 	NIGHT2 
NIGHT3 	NIGHT4 	OVERCAST 1 

		
OVERCAST 2 	OVERCAST 3 	OVERCAST 4 
OVERCAST 5 	SUNSET1 	SUNSET2 
SUNSET3 	SUNSET4 	SUNSET5 

Sounds [markers]:

Snd: BAYOU_LOOP1

This sound has been replaced by the 'fly' sound from black hawk down



3) New items after update 2 and 3:
All TFD items listed in editor:





Number of players: 1

O Blue Team

O Red Team



CIA open brown

Wind: None



»f3«BloodBullet
No Waypoint



Combat Knife



Team: Deathmatch

Timer: 0:08:18

Weapons Updated

Number of players: 1

O Blue Team

O Red Team



Scud warehouse

vehicle mateniance facility

mudhut3

mudhut 1

mudhut 4

mudhut 2

Power plant

Wind: None



»f3«BloodBullet
No Waypoint



Combat Knife



Team: Deathmatch

Timer: 0:23:30





