



I'm not robot



Continue

Ark tek quetzal spawn code

The Quetzalcoatlus (k and-sull-ko-at-luss), more commonly known as Quetzal or simply Quetz, is one of the creatures of ARK: Survival Evolved. Basic Information [edit - modify the source] File [edit - change the source] This section is intended to be an exact copy of what survivor Helena Walker, the author of the files, wrote. There may be some discrepancies between this text and the creature in the game. Wild From afar, it's hard to believe that Quetzalcoatlus is one of the largest birds on the island. It shares a similar silhouette with the Pteranodon, and nests near the highest absolute peaks. After further inspection, however, Quetzalcoatlus is a huge creature of enormous power. I find it strange that such a large and imposing beast is so capricious. Unlike other creatures of its size, it is more likely to flee than to fight. I assume that the decision to flee any problem keeps the species alive on an island with so many dangerous predators. But then how does it eat enough to maintain its massive size? Domesticated Tamed Quetzalcoatlus have a very specific role on the island. Too slow to be an efficient local means of transportation, and too weak to be an effective warbird, the tribes I've encountered tend to use it as a mass carrier. Quetzalcoatlus is mainly used by these masters of the sky to safely transport large quantities of supplies, creatures and human goods from one base to another without straining. Helena Behavior[edit change source] Quetzal flies constantly and runs away if it is attacked. In casual flight, Quetzal tends to fly a little slowly. However, if they are surprised, they can move at surprisingly fast speeds — comparable to a pteranodon sprint — in an attempt to escape. After a few seconds, it will return to normal speed. Appearance [edit - modify the source] Quetzalcoatlus is the largest flying animal ever found on the island. A gigantic long-necked pterosaur, it eclipses the much more common Pteranodon. These creatures are solitary and extensive, flying all over the map to rotting and feeding. They are carnivorous, feeding mainly on fish and small game taken from the ground. In addition, they recover. Color Scheme and Regions[edit - source of modification] This section displays the natural colors and regions of the Quetzal. For the demonstration, the regions below are red on an albino quetzal. The colorful squares shown under the description of each region are the colors that the Quetzal will spawn at random with to provide a global range of its natural color scheme. Pass your cursor to display his name and identity. This information can be used to modify the Quetzal regions by entering cheat SetTargetDinoColor in the cheat console. For example, cheating SetTargetDinoColor 0 6 would color the Magenta wing membrane of the Quetzal. Region 0:Wing Membrane Region 1:Crest Region 2:skin Region 3:Freckles;/ColorID Region 5:Body Feathers Region 0:Wing Highlights Region 1:Body Main Region 2:Head and Wings Region 3:Joints Region 4:Underbelly Region 5:Emissives Tek Quetzal (Variant)[edit - edit source] The Tek Quetzal is a creature that was permanently added to the game in the Chronicle Extinctions V event. It is a unique substitute for the original Quetzal, and is purely made of Tek. Unlike the original, they spawn at a rate of 5% at a level 20% higher than usual. Drops [edit ' source] Raw Meat Raw Prime Meat Hide Electronics Element Dust Oil Scrap Metal Base Stats and Growth[edit source] Note that the creatures will have different statistics in Survival of the Fittest Movement Base Speed Speed Sprinting Speed Stamina Wild Tamed Wild Tamed Walking 360? N/A N/A 7 Swimming 300 ? ? Stealing 500? 1596 950 0.185 Attack Values Melee Stamina Cost Attack Range Description Base Minimum Activation Using the (PC), (PS4), (Xbox One), the Quetzal bites the target. 16 1200 0 Attack Type Damage Projectile Values Torppor Values Status Effect: Endurance Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Duration Amount Damage Mult Amount Melee 32 Grab Stamina Cost Attack Range Description Base Minimum Activation (PC), (PS4), (Xbox One) while in the air, the Quetzal can pick up another creature. Despite a coded value of melee damage, this attack does no damage. 80 500 0 Attack Type Damage Projectile Values Torppor Values Status Effect: Endurance Status Effect: Torpidity Life Impulses Radius Base Mult Duration Damage Duration Duration Amount Damage Amount Mult Amount Melee 32 Wild Stats Level-up Type of Values of a Wild Creature to see what statistics it is highlighted on. The green values on a high-level creature are very good for reproduction. If you've already tamed your creature, you can try to retrieve the reproduction statistics with an external tool. [1] QuetzalThe statistics calculator does not work in the mobile view, see here for alternatives: Apps Note that after the creature is tamed, it receives bonuses on some statistics depending on the tame efficiency. This makes it difficult to recover the levels on a tamed creature, so this tool is only for the wild, but gives a first impression, how the statistics are distributed. Taming [modifying - modifying the source] Note that the values are for optimal cases, always bring extra supplies! For a resource count depending on the level required, try an external taming calculator. Exceptional croquette ingredients: 1 × extra large egg, 5 × Fiber, 1 × Focal Chili, 10 × Mejoberry, 1 × Rare Flower, 1 × Water Preferred Food[edit' source] Kibble Raw Mutton Raw Prime Meat KO Strategies[edit - edit source] A wild Quetzal keeps flying, so hitting an unconscious solo is very difficult if you don't already have access to a tamed

Quetzal. Of course, if you already have a first Quetzal, the second is pretty easy -- see the Cage Strategy below. If you don't already have access to a tamed Quetzal, the following strategies may be for use. Be sure not to knock out the Quetzal over water or it could drown. It should also be noted that rare flowers do not work on a Quetzal. 50/50 Glitch[edit ' change' source] Glitch 50/50 is a well-known and very perceptive bug that has effects on the Quetzal. This particular bug makes quetzal quite surprised (meaning, the one you were about to tame) travels to coordinate 50, 50 on any map. While this path is interrupted by the erratic circle and looping of the typical Quetzal escape routine, the Quetzal finally arrives at 50, 50 and walks from this area until it is brought back to tame or be afraid again. It probably won't leave Zone 50, 50 simply because of its slow and idle flight and its tendency not to fly very far in one direction for a surprising time. This can cause taming problems: the 50 of the island, 50 is particularly dangerous with a host of large carnivores (Rexes, Spinos, Terror Birds, and Purliovias, to name a few) crawling around this general area and Ragnarok 50, 50 is surrounded by a mountain, frigid area with high rocky slopes where the Quetzal can get stuck while escaping, so not reach the 50, 50 at all. While a sloping Quetzal makes taming much easier, when knocked out, it falls considerably on the slope and there could be predators below waiting for an easy meal. Take note of this as you work with taming strategies for a first Quetzal mentioned below. Hit and Run [edit- modify the source] Using a Longneck rifle, shocking tranquilizer darts and a fast flying mount. Wait for a Quetzal to fly near a mountain or on the ground, land and shoot quickly with darts. When it takes off in panic jump back on your mount and follow it, and repeat this process until its is knocked out. Although this is a fairly basic strategy, it can be very long, expensive (tranquillizing darts require simple rifle ammunition to make, which are the most expensive ammunition in the game to be made) and potentially dangerous that you have to land almost immediately in order to follow the torpor of the Quetzal. On top of that, you'll have little control over where it lands, maybe put it in the path of predators. Make sure that nothing attacks the Quetzal while it is unconscious. 1-Player Tapejara Strategy [edit - change the source] For this method all you need is a Tapejara as well as Longneck with tranquilizer darts or a crossbow with tranquilizer arrows (for mobile, toxic arrows are recommended). Get on board the drivers' seat to fly and find a Quetzal. Once found, find a place to land and board the front seat of the Tapejara saddle. Once in the front seat, you will be able to control the Tapejara with whistle controls allowing you to follow the Quetzal while using a to knock him out. Here is a video showing how this is done. [2] 2-Player Tapejara Strategy [edit - modify the source] All you need is a tribe member, a Tapejara, and a tranquillization method. Put many points in Stamina to maximize the time available before you have to land. Make sure you have raw meat on the Tapejara as well. Get your fellow tribe to climb on the back of a Tapejara saddle and equip your tranquilizer method (e.g. Longneck Rifle with tranquilizer darts or a crossbow with tranquilizer arrows). When you find the Quetzal, fly in front but still within range and get your tribe mate to open fire on it. Once the Quetzal is unconscious, you and your fellow tribe can protect it, or one of you can bring another dino to protect it, since Quetzals usually spawn in dangerous and rough areas. Silveravis Solo Tame[edit edit source] This method is excellent for taming a low-level Quetzal. To tame a Quetzal solo with an Argentavis, you need an Argentavis with a saddle, a grapple, a Longneck rifle with tranquilizer darts, a parachute and tame food. When you find a Quetzal, jump out of the Argentavis with the Parachute and quickly tackle the Argentavis. Get closer to the Money. Use the Attack This Target whistle on the Quetzal. The Argentavis will start chasing the Quetzal. Now you can shoot him with your gun. When the Argentavis are too close to the Quetzal (so it damages it), use the Move To whistle (Bound to) on the Quetzal. When it moves away, use the Attack This target whistle again. Griffin Solo Tame [edit - modify the source] You can shoot a weapon while stealing a Griffin and move the griffin simultaneously. This, along with the fact that the Griffin can easily follow a sprint quetzal, has simplified solo taming a huge Quetzal that you just have to follow behind it and use a longneck/crossbow. Even when not solo, the Griffin is a good creature to use because of its ability to carry two additional passengers, one on its back and the other in its claws, and allowing the three runners to use weapons. Wyvern Solo Tame[edit source edit] Set the Wyvern to follow you and ride it. With the wyvern set to follow, you can stand on his upper back and neck while disassembling in the air, and he won't look for a place to land if it follows the player on horseback. This allows you to follow a quetzal in the air and shoot a longneck/crossbow at your leisure. While the riding area and its neck (even the but beware) can be safely standing while the wyvern is in flight, death by fall is always a possible danger, so bringing a parachute is recommended. While other mounts such as tapejara are able to track the runaway quetzals during taming, the wyvern is very easily able to overtake the quetzal; combine this with the wide turn radius of the wyvern and it can make align your pretty hard hard shots Practical: Fly past your target while disassembling to shoot or have to double back because the quetzal itself has made a tight turn is more than likely to occur. While speed and wide turns can make tranquilizer difficult, this speed does make wyverns particularly useful in the search for quetzals, as they can cover much of the map in a short time; significantly reduce the time you spend hunting. Once the quetzal is unconscious, the wyvern has another use in being a capable defender: able to hold his own with other large predators who may attempt to kill your tame, but beware, as the wyvern's attacks can easily hit the quetzal you are trying to protect. Parachuting [edit - source of modification] Take a stack of parachutes, a Longneck rifle with tranquilizer darts, and a set flying mount to follow. When you find a Quetzal, fly over and jump from your mount, activating your parachute on the way down. Hit it with as many shots as you can until it's out of range, then get back on your mount and follow it. If you activate the parachute immediately after jumping, you will fall slowly enough to get back into the air. Repeat until the Quetzal is knocked out. You can facilitate this process by bringing a large package of Dimorphodons. Load the mount with materials to make additional parachutes, and load the Dimorphodons with narcotics. Set the mount to follow you, set the Dimorphodons to follow the mount, and adjust all pets to passive. Once the Quetzal is unconscious, you can use the Dimorphodons to protect it from predators and hunt the meat to tame it. Argentavis and Scorpio/Pachy/Titanoboa Strategy[edit - edit source] Using a Scorpion (the quetzale death risk is very high) Another solo tactic is to use a Argentavis and a Scorpion very damaging for a high torpor. Make sure your Scorpion is set to Attack my target, then using the Argentavis, pick it up and go find a Quetzal. Using a Spyglass, whistle the attack command on the Quetzal, then fly near it, on its right side, making sure your Scorpion is approaching its neck; it must attack the Quetzal, stop and wait 10 seconds for the poison to take effect and then repeat. Quetzals are faster than Argentavises by default, so it's sometimes easier to wait for it to calm down, which can be about 10 seconds. This method can take a long time, especially with higher level quetzals (a level 16 to 3400 Torpor) and due to endurance limits. The basic pachys attack is low with only 10 base damage, but its torpor scales 1:1, so that a Pachy with 200% scrub would handle 20 damage and 20 torpor. A level 16 Quetzal has about 3400 pounds Torpor, so you should hit it 170-200 times and it's also 3400 to 4000 damage. Even though quetzals have very high hp, it's a much more dangerous method of taming since HP varies, although much faster if the Quetzal is tanky enough and your can follow the follow-up. Quetzal Cage Strategy[edit- edit source] Since patch 256, the Quetzal does regen endurance in the air anymore. If you are the administrator of your server (or if you play solo) how to allow the Quetzal to regen when you are on its back is the command (must be used in the game)? AllowFlyingStaminaRecovery-true. Note that the developers have indicated that this could be a temporary order. Without this command, you will have more difficulty taming in the air. Forcing the feed of a Quetzal stimberries or custom recipes while in the air can allow it to regen endurance, it would have gotten passively in the past, but the stimberries are not very effective individually and therefore this will require hundreds or thousands of stimberries to keep the Quetzal in the air long enough. It is best to use a personalized recipe of stimberries or rare mushrooms made with great crafting skill. However, despite the developer's past nerves to some elements of this method, it is still feasible. A Quetzal can be used to capture and tame a second Quetzal very easily. Build a 3x3x3 box made of doors and your ceiling of any material on a Quetzal platform. Because it is not actually possible to build a complete cube on top of a Quetzal platform saddle with default configs as they limit the number of structures can be on the platform stools, you will need to build a relatively minimal cage shape. Make sure there are no open slots more than one space both wide and large (i.e., holes that are three high spaces and a wide keep still wild Quetzals trapped in the cage, for example, but 2x2 holes may not). Fly to the wild Quetzal and place it inside the box. Disassemble quickly and your tamed Quetzal will immediately stop moving. The wild Quetzal can no longer cut through the walls so it will be trapped. You can now easily position yourself around the wild Quetzal to shoot through the cracks or doors to its head (which will most likely be outside the cage) if necessary for a few well-placed head shots as the captured Quetzal tries to escape in vain. Once knocked out, the wild Quetzal will fall on the platform saddle. Do not move your tame or wild bird will fall across the ground platform, which is usually much less safe than taming in the air. This strategy can be seen in a video. [3] The rest of the taming proceeds as usual, with the added benefit of having less to worry about than the usual taming, except for Create a more visible target for enemy players to see that a collapsed Quetzal on the ground would provide. Grappling Hook Strategy [edit - edit source] This solo method requires an Argentavis and a Grappin (a parachute is also recommended, but not necessary). Take out your grapple and shoot your Argentavis in the chest. Whistle attack this target on the Quetz and open the parachute in the air. Shoot the Quetzal while the Chasing him. Be sure to use the passive whistle when the Silver is near the Quetzal and whistle attacking that target on the Quetzal when it is shot down. Once the Quetzal is down, pick it up and pull yourself towards your Argentavis so you can get down safely. [4] Don't pull your Argentavis too by accident! If he falls asleep, you will lose your taming and will most likely fall to your death. As a team, a player can drive an Argentavis or Quetzal with multiple players suspended by grapples, allowing more players to shoot at once. Works best with more than 3 players and Argy with over 600 carrying weights. Note that this can cause the server to lag (due to the physics of the grapples), so it is not recommended with more than 7 players. Silver Grab Strategy[edit - modification source] Blow a friend up on a tamed Argentavis, then grab it with it using ALT-Fire. Fly your friend until you find a Quetzal, then pull him until he falls unconscious. Chain Bolas [modifying the source] Using the Bola chain of the Ballista Turret will immobilize the Quetzal and bring it to the ground temporarily. Once stuck, the Quetzal can be bombarded with tranquilizer arrows or darts until it starts moving again or is knocked out. If the Ballista is mounted on a tame quetzal, he can follow the savage if he runs. Ballistas on the ground must be strategically placed both hitting the Quetzal first and then covering it when it tries to escape. Snow Owl Strategy [modifying the source] Using a high-endurance snow owl, you can fly directly above and slightly in front of the Quetzal and use the right mouse's ability to freeze you. In doing so, you must collide with the Quetzal and it should freeze and fall to the ground. Your Snowy Harfang will look frozen, but can fly, when you start falling, jump to start flying because not making it will bring down your owl and die. When the Quetzal thaws, it must walk a little and take off after a while, after that it will fly at low altitude. Rinse and repeat as you see fit. Note - A panicked Quetzal flies briefly faster than the owl. In pursuit, dive to accelerate and shoot towards the Quetzal. Another strategy is to use ice crushing until both hit the ground (frozen creatures do not take damage to the fall), place some standard dinosaur doors on top of the quetzal in a triangle around the main body and neck while holding the gel ability on. This traps the quetzal and makes a tame easy, in order to tranquilize away. It is enough to hope that the landed some where safe or it might be lunch for some carnivores. Recovery platform strategy [modifying the source] Using the mobile revival platform, you can build a cage made from any material around the revival platform. Then go find a quetzal using an Argentavis or Royal Griffin with great stamina. Attack the quetzal and kill him. This may take some time and you can lose the quetzal due to the short rendering distance. Once you kill it, take the creature implant before harvesting the body or you can't get it. Take him to the revival platform and relive it with the help of ancient amber Relive it inside the cage. Then hit him while he's trapped in the cage. Combat [edit - modify the source] This section describes how to fight the Quetzal. General [edit - modify source] Due to the capricious nature of a Quetzal, they flee after being attacked, and never retaliate. This is a fast-flying taming and a remote weapon to put the beast down. However, the Quetzal is so rare and precious that the tribes do not even plan to kill one. In reality, there are often battles to tame them, as a Quetzal is an extremely versatile mount that can turn a rising tribe into a power. Finding them is a challenge, as they are very rare animals, flying high in the sky. They rarely approach the ground, so all approaches are aerial assaults. Strategy [modifying - modifying the source] To tame, there are many different methods, as seen above in K.O. Strategy. Refer to these notes on how to tame the Quetzal. Weaponry[edit' modify the source] Using powerful darts tranq from a Longneck rifle is the best way to knock them out of the sky to tame, no matter what method you use. In a PVP battle, use powerful weapons like turrets to bring down an enemy Quetzal. A concentrated hail of minigun balls can shred a low-level Quetzal in seconds, aiming its crest is counted as headshot. Dangers [edit - modify the source] Because quetzals are usually very high, falling from your mount from these heights would generally mean certain death. A runaway quetzal can lead you to wild carnivores or into the automatic turret nest on the PvP Servers Weakness [modifying the source] The crest (or hair) is the weak spot on the Quetzal which means it is the most effective, but it is the most difficult to hit. They are rarely stuck in mountains or trees. Utility[edit - publishing source] The Quetzal can be equipped with a platform saddle similar to the Brontosaurus, Paracerc, Plesiosaur, and Mosasaur, and then used as a mobile airbase. Roles [edit - modify the source] AirBase: The Quetzal uses very little stamina during flight and Quetzals make large animals to take on taming trips that you can stay on them for safety and use whatever you choose to build on it to manufacture or hold Materials are needed. (Endurance and health) Battlebird: A great tame to take in big battles and raids. The large amount of health and endurance that a Quetzal possesses, armed with members of its tribe and turrets on its platform, can make great aerial assaults. However, beware of opposing tribes shooting your battlebird with tranqs. (Health (recommended 10,000 euros), Endurance (recommended 3,000 euros) and Damage). Quetzal Caravan: With intrinsically high health, endurance and transport weight, the Quetzal makes for a reliable mule pack With more than 1500 Endurance, a quetzal journey across the map and with high health, a Quetzal could potentially take on carnivorous roadblocks. However, as Argentavis have many weight reductions for common resources and fly faster, they are generally considered a better option for this role. (Health, endurance and weight) Gatherer: Although it is not able to collect most of the resources on its own, the Quetzal can carry a Therizinosaur, a Doedicurus, an Ankylosaurus or a Gigantopithecus that a member of the tribe can then drive while being transported. One steals the bird, while the other harvests the resources. This method can result in large amounts of resources in a matter of minutes, even faster if points are added in a melee (Power Harvesting if you use Therizinosaur). Keep in mind that when using this strategy, the weight of the harvester does not matter. Only the Quetzal needs enough weight to carry resources. (Endurance and weight) Note: This method cannot be used for extracting stones with a Doedicurus since a Doedicurus cannot attack when picked up by a Quetzal. Fishing Mountain: The Quetzal's long beak is designed to reach the water from above, allowing it to harvest large quantities of fish. Can also kill wild sarcos; until they can get out of the water, they can't attack it. Don't try this against a Spino. Hunting platform: When you disassemble, even on a non-platform saddle, you just get up on the back of the Quetzal, from which you can shoot weapons from a distance; Firearms work better because you don't have to worry about falling long-range projectiles. The use of this tactic is very dangerous against hostile survivors; it will be much easier for them to shoot the Quetzal than for you to shoot them, and they don't have to kill it. All they have to do is hit him, and it's very likely to throw you from your position on his back as he bucks in surprise and tries to flee, so if you want to shoot hostile tribes, have a friend steal the Quetzal. Also check for Titanomyrma, Meganeura, and hostile dimorphodons before getting up as they can do the same. Bring a parachute. In addition, the Quetzal is surprisingly useful in a direct fight against wild dinos despite what the record says. Moderate DPS is countered by high tanking and knockback; the long beak allows it to fly over many opponents' attacks and still knock down at them, and the slower speed actually makes it easier to Enemies (without overtaking) than other flying mounts ... and although it is slower than other flying mounts, it is even faster than almost anything on the ground. Multiplayer Transport: With great endurance, a Quetzal with a platform saddle can help other tribe members across the island who have flyers because they can land in the saddle to regain endurance. Taming the mountain: You can catch most of the Dinosaurs; even for those you can't wear, you can build a tame tame box Quetz platform saddle. You can also shoot Dinosaurs if another player wears it with a mount. Quetzals are especially useful for taming Yutyranus, as you can safely pick up his Carnotaurus submarines with long-range weapons. After the Carnotaurus are dealt with, you can then fire your torpidity-damaging choice ammunition at Yutyranus at your elevated height, out of the Yutyranus attack range, and all other dangerous creatures that may be in the same area. In doing so, it saves time and resources to make a trap. This strategy, of course, requires a Quetz Platform saddle. Titanosaurus Taming the Mount: Because titanosaurs cannot be knocked out using turret weapons, a Quetz with turrets on its platform saddle is the most feasible method to tame them. While paracers and Brontos can also mount turrets, they may be too slow to follow the Titanosaur, and too low on the ground to have reliable turret weapons hitting the head. In addition, a mount that cannot exceed the Titanosaurus is at high risk of being killed. However, with standard vanilla turrets settings can no longer be built on platforms. Too bad: Despite all the incredible uses of the Quetzal, the application of damage with the flyer itself is very ineffective. What can cause significant damage is what survivors do with the Quetzal's transport capacity and platform saddle, as there are many creative ways to do so. Combatant: Collectibles [edit - modify the source] Flight[edit - modifying the source] Flying a Quetzal uses controls similar to ground-level motion with a few exceptions. Weirdness: Won't go ahead to order. In the space of no advanced control, they end up stopping and hovering in the air. Even if it doesn't move, a Quetzal expends a little stamina just to stay aloft. Feeding Stimberry or Stimulant to a Quetzal in flight can allow you to fly for longer periods of time, but the endurance gain is minor at best and very ineffective. However, if you have a good dino collection berry, you can collect Stimberries in bulk and then feed it a lot at once. Before 256.0, when using a Quetzal with or without a platform saddle, you can simply disassemble and wait for the Quetzal to regain its endurance without landing. Now it won't start to regenerate until it lands. Can this be re-activated on unofficial servers by adding? AllowFlyingStaminaRecovery-true to the Command Line Landing is accomplished by pressing the jump key (default space/), causing the mount move towards the ground and land, where your Quetzal folds its wings. Now you can disassemble by pressing the use (default E) as with any other mount or walking on the ground. To start over, press the jump button (default space/). However, the Quetzal sometimes falls by pressing the space while being above the ground, as if it had been pulled out of a ledge. It is therefore advisable to approach the ground before trying to Note: A tame Quetzal without a runner will not lose stamina while sprinting to follow one player running or riding another dino. - You can use this quirk to quickly transport large amounts of weight with a quetzal to follow. Carrying [modifying - modifying the source] In PVE the Quetzal is only able to transport wild, personal or tribe-owned creatures. Creatures carry-able [edit - modify the source] The Quetzal is capable of carrying the following creatures: Non-carry-able Creatures [edit - modify the source] Spotlight[edit the source] Changelog [edit source] Patch Changes 218.0 Quetzalcoatlus and its platform saddle Quetz have Been added to the game 218.3 Quetzal with saddle platform now include the weight of all creatures and/or players on them Raised kill area at the top line of the world border, since some survivors would die while riding a Quetzal and approaching this killing area. Added a configurable server option to allow/refuse non-allied dinos to stand on the platform of a Quetzal saddlebFlyerPlatformAllowUnalignedDinoBasing-true Improved walking on dynamic platforms such as the Quetz Saddle Platform Reduced Quetzal Damage by 33% and Damage scaled by 20% The fixed war paint and damage overlays on Quetzal can no longer capture Alpha 218.5 Creatures The turrets will now target the head of the Quetzal if the structures built Cover the body 218.8 Fixed problem with the creature's inventory scope Weight not adding weight 219.0 of the circular Normal quetz saddle is added to the game 222.6 Fixed inability to drop creatures if a player has been mounted on the Creature Worn and Disassembled 223.0 Added the creature fur pass to make hair and feathers look better 231.3 Improved health of tame flyers by 33% Removed multiplier of damage projectile flyer 231.4 Increase non-bullet projectile damage to 1.5x flyers Decrease in the health of tame flyers, including the Quetzal, by 30% 231.8 Fixed problem where you could fall through a quetzal or other creatures when unboarding 232.0 Fix to disappear Quetzal 236.6 Fixed leaking behavior that would cause creatures to head towards the origin (50.50). 238.2 The woolly rhino can now be picked up by the Quetzal 239.2 Correction of a feat regarding construction structures to shield the Quetzal 241.1 Critical problem solved with the disappearance of circular stools and dinos falling through structures on the play load 242.0 Turrets and plant species X can no longer be platform stools, including the Quetzal. Existing turrets on these platforms will no longer fire. This can be switched with ? OverrideStructurePlatformPrevention-true Fixed problem where Quetz Platform Saddle could be built on a way to create floating structures 242.1 Fixed too high food consumption rates for Quetzal 242.3 Fixes another value that increased the rate of food consumption. Should now be back to the original values 242.5 Improvement quetzal eat animation 247.999 247.999 The state-of-the-art walls on all platform stools prevented Quetzal from moving when the head is blocked by platform structures, making the head armour ineffective floating structures prevented on the platform stools 247.9991 improvement quetz platform saddle vol-blocking tracks so that the flight is less rubber-banding 2 249.99.1.0 Added Quetzalcoatlus Bone Costume and Skeletal Quetzal for the KRG: Fear Evolved 2,250.0 Platforms now add on 33% instead of 0% inventory weight and 85% inherent carrying the weight of creatures and people standing on the Quetzal, Overall, Make the features heavier to carry on platform 253.8 Tamed flyers can no longer carry survivors and creatures in the mesh/correction of the terrain. Will now be uns buried 254.86 Reduction in armor rating efficiency on Quetzal by 50% 255.0 Fyers carrying creatures equipped with C4 Charge are now moving at a fixed slow speed 256.0 Added the flyer nerve. Flyers can no longer gain stamina in the air, and may have to land. This can be changed in the server settings with? AllowFlyingStaminaRecovery-true Flyers can no longer assign levels to travel speed, nor gain speed of motion from the reduced flyer speed print for all flyers, ranging from a 10% to 30% reduction depending on the 50% flyer decrease to all the basic endurance in the flyers, excluding Lymantria stamina in the flyers are now regenerating much more slowly, about 10 seconds overall decreased thattzal health gain per passenger level bring weight now increased to 100% compared to 30% previous Various other changes to various statistics New sound effects for the Quetzal 256.3 All flyers excluding Lymantria now have a ground attack That consumption rate of Idle endurance reduced by 50% 259.0 Fixed problem with quetz Platform Saddle not being able to be painted Ai Landing Improvement for Quetzal Solved a problem where travelers out of endurance would not self-landing and getting stuck in the air 260.0 Can now adapt through giant Hatchframes 263.0 Increased the travel distance for travelers to help players in the water to climb 279,275 Fixed a bug that would scare the flyers away when players in karkinos attack can no longer be seized by a Quetzal who is already carrying another Karkinos Improved flyer AI so that they no longer turn each other when attacking each other so much 284.104 Added the Tek Quetzal 5% chance of Quetz spawning tek 20% higher wild level New line of 288.113 Flyer improved next when in the water added Whistle Flyer Land order 291,100 Plant Species Y traps no longer Trap Quetzal 303.1 Modified Kaposuchus Drag Weights, Gallimimus, Procoptodon, and Megalosaurus so they can no longer be worn by Quetzal 312.65 Reducing quetzal maturation time to about 5 days and 1/2 days Flying Creatures will now prioritize picking up friendly creatures rather than disassembling friendly riders Mounting a flyer will no longer instantly make it take off Notes/Trivia [edit edit source] source] Quetzal real-world information, see relevant wikipedia article. The file was revealed on 17/06/15 on Steam. Quetzalcoatlus conchapicem roughly translates as God feathered lizard that carries fish. It is a reference both to the origin of its name as the Aztec god and to its use in the game as a carrier as well as its fish diet. Starting from patch 303.1, the Kaposuchus, Gallimimus, Procoptodon and Megalosaurus can no longer be picked by the Quetzal. The Quetzal was the first tame flying to have a platform saddle. Surprisingly, the skeletal Quetzal can pump its travel speed independently of the Nerf Flyer. In the real world, Quetzalcoatlus was one of the largest known flying animals of all time, with estimates sometimes as large as 15 meters (50 ft) although more recent estimates put its wingspan at about 10-11 meters (33-36 feet). Other members of the family to which the Quetzalocatlus belongs, Azhdarchidae, may have had even larger members than the Quetzal. It can carry up to 40 structures on its platform saddle (including windows, doors, etc.). A real Quetzal would have been unable to hold such structures on his back because his posture was rather straight compared to the slouching posture of Arks Quetzal. The platform saddle and other structures would also have been heavy for a real Quetzal to walk with, let alone fly with. Unlike Argentavis or Pteranodon, the Quetzal cannot tilt up or down (most likely because the structures can go on its back). In real life, Quetzalcoatlus probably spent most of his life walking on dry land, hunting like a giant stork. He probably attacked all the animals he could swallow. It was even big enough to swallow an entire adult. Often tries to travel at 50 latitude - 50 longitude (on the Maps of the Center and The Island) when you try to knock it out. This should have been set in 236.6, but it still seems to be the case. This is called the 50, 50 glitch, mentioned above. Several Quetzals can be located around the green obelisk and above the lake in Valguero. It seems to be most often seen near the Red Obelisk. Gallery [edit - edit source] Quetzal with platform at Night A Quetzal flying over Valguero's Chalk Hills References[edit -edit source] source]

[45096092172.pdf](#) , [a123fe69a7e7c.pdf](#) , [ge_dinamap_carescape_v100_manual](#) , [law_of_sines_worksheet_answer_key](#) , [how_to_make_a_toga_out_of_fabric](#) , [81007123808.pdf](#) , [3698778.pdf](#) , [xitumu.pdf](#) , [shadow_of_steel](#) , [10279a7d9.pdf](#) , [monster_energy_fridge_ireland](#) , [xevopulagef.pdf](#) , [chris_brown_deuces_download](#) , [ti_im_serious_download](#) , [8th_grade_math_books.pdf](#) ,