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Subject: C&C Seaside Canyon Released

Posted by [Blazer](#) on Thu, 31 Jul 2003 06:41:27 GMT

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I just tried this map out, and I must say its pretty darn nice. In fact the only only map error I found at all was in the AGT, once destroyed, there is a smoking damage aggregate that floats in the air inside in the middle.

The building destruction animations are very sweet. I would even be willing to sacrifice a momentary fps drop to have even more frames (some of the animations, pieces of the building explode into the air, but then they just disappear instead of coming down). I can't decide which building destruction animation is the coolest. The Weapons Factory is pretty dramatic, as is the GDI refinery, the craters in the airstrip are a nice touch...I was surprised I could actually jump down into them!

I tried all of the alternate vehicles models and infantry models...cool stuff, especially that med tank (thanks Ack!).

Couple of things I noticed:

1. C4 does little to no damage to tiberium silos. I blew 2 timed and 2 remote on one, and didnt even take it down one block. This means that only tanks can destroy them?
2. The GDI barracks, has a plain grey plaque where the GDI logo usually is. Is that intended?
3. The GDI barracks does not appear to have a destruction animation (all the other buildings do), and when its dead you really can't even tell. Would be cool if the roof partially ripped open or collapsed in or something
4. Was it my imagination or does the Nod Mobile Artillery have a bit more pep? I wouldn't swear it had a higher top speed than before, but it sure turns faster, which is nice
5. Nod cargo plane drops vehicles from extreme height. I'm guessing this was the authors discretion...its not a problem, just something I noticed that wasn't "normal".
6. Building destructions meld with vehicles. I flamed the GDI ref, and purposefully let the tower fall on my flame tank. Yep it got stuck in it I know there is nothing you can do about that, and I did test that once a tower falls, vehicles don't get stuck on it...in fact you can walk up it like a ramp (hmmm nice sniper spots!).
7. Cannot hear auditory warning of Silos under attack. I believe you can fix this by using Aircraftkillers strings file.

I didn't try out all the vehicle explosion animations, but I'm sure they are cool. I would like to see more mods that make use of the engines ability to activate a vehicle damage aggregate, so we can have vehicles that become dented or smoke when they are say 75% damaged.

All in all, great map NeoSaber! I hope you don't mind my few nitpicks, it was meant to be

constructive.

:bigups: :bigups:

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