
Subject: C&C Seaside Canyon Preview

Posted by [Aircraftkiller](#) on Fri, 18 Jul 2003 04:32:45 GMT

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NeoSaberI've added 9 more pics to the preview. Seaside Canyon 14 - 22 are the new ones.

http://www.cnc-source.com/gallery/categories.php?cat_id=64

I've set up the vehicles to have their destruction animations. I also decided to fix the MRLS and mammoth's destruction animation (they used to appear 5 meters above where the vehicle had been).

I'm debating the merits of replacing the Nod APC with the Recon Bike. I originally planned to, but now I'm not sure if it would serve a purpose in a map that has a relatively small, hilly area for vehicles to drive in. Any one have a suggestion on that one?

I honestly suggest that you replace the Nod APC in every instance you deem necessary. Listening to Titan would be a mistake, considering he's not well versed in what he speaks of and is a relative n00b to doing anything with levels.

If you're going to add the Recon Bike, keep the damage at 12 points. Up the firing rate so it's just a bit longer than a Medium Tank's rate of fire.
