
Subject: C&C Seaside Canyon Released
Posted by [NeoSaber](#) on Wed, 30 Jul 2003 21:32:55 GMT
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You can get it over at CnC Source.

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=262>

The map uses the exploding building models I've made, as well as a bunch of alternate character and vehicle models I've put together.

Subject: C&C Seaside Canyon Released
Posted by [Wild1](#) on Thu, 31 Jul 2003 01:04:29 GMT
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Nice. I like the exploding buildings.

Subject: C&C Seaside Canyon Released
Posted by [gendres](#) on Thu, 31 Jul 2003 04:50:39 GMT
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very nice map

Subject: C&C Seaside Canyon Released
Posted by [Xtrm2Matt](#) on Thu, 31 Jul 2003 10:04:48 GMT
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I played it last night, very nice indeed

Nice texturing, nice explosion on the buildings, nice skins, although you should have gave all vehicles skins

Subject: C&C Seaside Canyon Released
Posted by [NeoSaber](#) on Thu, 31 Jul 2003 17:22:49 GMT
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Xtrm2Mattl played it last night, very nice indeed

Nice texturing, nice explosion on the buildings, nice skins, although you should have gave all vehicles skins

I wanted to reskin all the characters and vehicles, but I didn't have the time. I wanted to release

that map instead of waiting another month to add a few more characters/vehicles. If Gmax hadn't been acting up yesterday, I might have been able to get the artillery and buggy reskinned. Alas, it wasn't meant to be.

Subject: C&C Seaside Canyon Released
Posted by [Xtrm2Matt](#) on Thu, 31 Jul 2003 17:43:38 GMT
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Doesn't matter, still a good map

Subject: C&C Seaside Canyon Released
Posted by [NeoSaber](#) on Sat, 02 Aug 2003 15:38:35 GMT
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Just for the heck of it... BUMP

Subject: C&C Seaside Canyon Released
Posted by [Xtrm2Matt](#) on Sat, 02 Aug 2003 16:51:56 GMT
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I'm suprised that ACK hasn't gave his 10cents worth and commented on your map, or more like negatively commented (like on mostly everyone elses' Map they have made.. except his of course)..

Then again, it's a great map, i love it, there's nothing Negative about it

Subject: C&C Seaside Canyon Released
Posted by [bigjoe14](#) on Sat, 02 Aug 2003 21:49:40 GMT
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Not meant to be negative, but the map reminds me of C&C Under a little bit. Just without the caves and tunels.

Subject: C&C Seaside Canyon Released
Posted by [Crimson](#) on Mon, 04 Aug 2003 04:02:09 GMT
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Just have to say -- excellent work on this map. I haven't played it in a real game yet, but we've all played enough fan maps to know what makes a good map and this one has what it takes.

Subject: C&C Seaside Canyon Released
Posted by [bigwig992](#) on Mon, 04 Aug 2003 05:39:33 GMT
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I played it acouple days ago, very nice indeed. I love the refinery animation, tis fun to sit in the smoke, pop out and snipe someone, then disapear in the smoke again. Good job.

Subject: C&C Seaside Canyon Released
Posted by [DaveGMM](#) on Mon, 04 Aug 2003 11:11:34 GMT
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Nice map Neo. I love the buildings, although there is a slight problem in two areas.

1) Don't be under a building when it collapses. You might get stuck.

2) There is a way to avoid the minefield

Otherwise, I love it. I hope to see a aserver with it in the rotation.

Subject: C&C Seaside Canyon Released
Posted by [npsmith82](#) on Mon, 04 Aug 2003 22:32:57 GMT
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I'm amazed with your progress on the building destructions!

This is exactly the kinda feature that needs to be present in every fan-made map from now onwards (or at very least, just yours).

Excellent work, thanks again.
Keep 'em comin'

~ Nick

Subject: C&C Seaside Canyon Released
Posted by [NeoSaber](#) on Mon, 04 Aug 2003 23:50:46 GMT
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npsmith82This is exactly the kinda feature that needs to be present in every fan-made map from now onwards (or at very least, just yours).

I'll be using them wherever I can, as well as making improvements on them from time to time. I plan to release the models so other map makers can use them too, but I still have to write the instructions. That'll take a little while to do, I'm rather slow at typing.

Subject: C&C Seaside Canyon Released
Posted by [Vindicare Assassin](#) on Tue, 05 Aug 2003 05:54:06 GMT
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great work, i love the way the building look afterwards.... and i really like the new skins, my fav new one is the blue SBH.... it looks.... sweet.....

Subject: C&C Seaside Canyon Released
Posted by [SomeRhino](#) on Tue, 05 Aug 2003 06:36:18 GMT
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This is one of the most amazing maps I've seen yet, very innovative with the skins and building destruction animations! Excellent work NeoSaber, I hope that we will continue to see quality work from you.

Subject: C&C Seaside Canyon Released
Posted by [NeoSaber](#) on Tue, 05 Aug 2003 16:14:06 GMT
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Uh oh, now I have a high standard to live up to, I'm doomed!

Subject: C&C Seaside Canyon Released
Posted by [KIRBY098](#) on Tue, 05 Aug 2003 18:31:22 GMT
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Welcome to ACK's world.

Now all we need are some ungrateful children who use the map all the time, to flame it unmercilessly. Then your journey to ACK-dom will be complete.

Oh, and you need to be a little more abrasive with people too.

Subject: C&C Seaside Canyon Released
Posted by [Aircraftkiller](#) on Tue, 05 Aug 2003 19:56:37 GMT
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npsmith82I'm amazed with your progress on the building destructions!

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Excellent work, thanks again.
Keep 'em comin'

~ Nick

They should be his trademark and only for his levels. Much like my trademark is additional structures and unit variations.

Subject: C&C Seaside Canyon Released
Posted by [General Havoc](#) on Tue, 05 Aug 2003 21:04:25 GMT
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Just one question, couldn't you combint the destruction animations into the one mix? I know it would make it bigger but that wouldn't matter as you would only need the one mix instead of the 3? I don't know the exact way you have the animations setup so I can't say why you used the 3 mixes.

_General Havoc

Subject: C&C Seaside Canyon Released
Posted by [NeoSaber](#) on Wed, 06 Aug 2003 00:30:49 GMT
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It could be one .mix file. I set up three .mix files so I can easily update the exploding buildings or alternate models. If I pack them into every map, but in later versions I make minor changes, I will have to rename the files every time. If I don't rename the files then the new map could load the outdated files from an older map.

This way I can make minor changes (like add a few more emitters to the explosions), make an updated version of the ExpBldg_Data.mix, and any map that uses the exploding buildings is now updated without having to have a new version.

I decided to do the same thing with the alternate models because there are still a few bugs in the models I wanted to eventually correct (a few improperly binded vertices, a few character models don't have LOD, etc). I figured it would be easier for now to update a single file instead of any map that uses them.

Subject: C&C Seaside Canyon Released
Posted by [Apache](#) on Wed, 06 Aug 2003 02:20:51 GMT
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Neo! These animations are incredible! Both me and my brother were stunned at them, especially the AGT! It adds a whole ton to the game to actually see the base destroyed, and in smoking ruins

as you wreak havoc!

Subject: C&C Seaside Canyon Released
Posted by [Archcasp](#) on Wed, 06 Aug 2003 03:16:41 GMT
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I was in a stank tank blowing the GDI ref up, and i was in front of it, the tall arm thing fail and trapped my stank in place. Was very funny. I was like "help im stuck" I was trying to move it and was killed sitting there, I got out and ran from it. I did get some ss of my jumping the arm and going over the ref with my recon bike, ill post if u wanted?

Subject: C&C Seaside Canyon Released
Posted by [warranto](#) on Wed, 06 Aug 2003 03:23:03 GMT
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Ya, getting stuck when a building blows is annoying. Realistic and should not be changed, but annoying nonetheless.

Subject: C&C Seaside Canyon Released
Posted by [HTMoose](#) on Wed, 06 Aug 2003 11:42:46 GMT
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Leave it the way it is, this is one great map...good job neo

Subject: C&C Seaside Canyon Released
Posted by [Jaspah](#) on Thu, 07 Aug 2003 00:31:26 GMT
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Can you make so that a vehicle Explodes if a peice falls on a Tank?

Subject: C&C Seaside Canyon Released
Posted by [NeoSaber](#) on Thu, 07 Aug 2003 05:07:54 GMT
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I'm not sure how to do it right now, but that is one of the things I'm looking into.
