
Subject: Exploding Building Models Released
Posted by [NeoSaber](#) on Fri, 14 Nov 2003 19:20:57 GMT
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The exploding building models I've been working on are finally done. I've packed them all up and included instructions on how to use them in maps. They can be downloaded here:

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=312>

The buildings in this release are the Advanced Guard Tower, Barracks, Weapons Factory, GDI and Nod Refineries, GDI and Nod Silos, GDI and Nod Power Plants, Hand of Nod, Obelisk, and Airstrip.

The silo models have been updated from the original release of the exploding silos, so it's best to use these over the originals.

On a side note, I will be releasing version 1.1 of C&C SeasideCanyon within a day or two. The only difference over 1.0 is that all the required files will be packed into the map instead of being seperated into data files. The sequel to SeasideCanyon, SeasideSunset, is still a week or so away from being completed.

Subject: Exploding Building Models Released
Posted by [OrcaPilot26](#) on Sat, 15 Nov 2003 02:41:27 GMT
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If only the C&C mode map I almost finished wasn't completely messed up..
