
Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by [Anonymous](#) on Sat, 21 Sep 2002 16:51:00 GMT

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Anim_logic_linear seems to do the trick but the explosions still don't always appear when they should the first time around - if I repair the bridge and then damage it, the explosions seem to appear correctly, except during the destruction animation. There are noticable differences between logic_linear and logic_sequence, but I'm still testing. :-\
