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Subject: C&C Seaside Canyon Preview

Posted by [Aircraftkiller](#) on Fri, 18 Jul 2003 21:40:20 GMT

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NeoSaberI don't really like the Nod APC so far from my tests. The GDI APC gets destroyed if it rushes the Obelisk alone, the Nod APC on the other hand can survive the AGT and drive all over the GDI Base. To me that seems to be an advantage Nod isn't meant to have.

When it comes to the Recon Bike it seems relatively useless in my map, the terrain having so many hills makes the Recon somewhat hard to use. There isn't any long stretches before you encounter the base defenses. The AGT then chews up the Recon Bike like its paper. If I add some armor to it that might help.

It's kind of like being stuck between a rock and a hard place. Maybe I'll release a beta of the map with both in it and see what people think would be the better unit to have...

On a side note, Ack. Is it okay if I set up my map so it uses your strings file to announce the tiberium silos being attacked/destroyed?

Recon Bikes are best kept at a torque of 350, so you shouldn't have issues with the AGT tearing them up too much - that's the point of it.

Hills aren't a big deal, either, the players will learn how to use them properly.

Use the strings.tdb if you want, I have no issue with that.

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