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Subject: C&C Seaside Sunset Released

Posted by [NeoSaber](#) on Tue, 02 Dec 2003 18:47:11 GMT

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<http://www.cnc-source.com/files/pafiledb.php?action=file&id=314>

This is the remake of Seaside Canyon, I've set the obelisk and AGT into a destroyed state. This makes games a little more faced paced than the original.

All the buildings use the destruction animations I've made, the vehicles have their destructions set up. I also made a destruction animation for the two guard towers. I had begun to add destroyed tanks to the field, but I didn't like how they were looking so I removed them. Alternate models are available so several of the vehicles and characters, just like in Seaside Canyon.

On a side note, version 1.1 of Seaside Canyon is out too. Only difference over 1.0 is that I included all the needed files in the map instead of seperating some into two data files. You can get that one [here](#).

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