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Subject: C&C Seaside Canyon Released  
Posted by [NeoSaber](#) on Wed, 30 Jul 2003 21:30:44 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.

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Subject: C&C Seaside Canyon Released  
Posted by [kawolsky](#) on Wed, 30 Jul 2003 21:35:11 GMT  
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you didn't need to put it in the general and mod forum....

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Subject: C&C Seaside Canyon Released  
Posted by [Sk8rRIMuk](#) on Wed, 30 Jul 2003 21:42:42 GMT  
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Oh sounds very good...

Downloading now...

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Subject: C&C Seaside Canyon Released  
Posted by [NeoSaber](#) on Wed, 30 Jul 2003 21:50:45 GMT  
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kawolsky you didn't need to put it in the general and mod forum....

Just making sure people see it.

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Subject: C&C Seaside Canyon Released  
Posted by [boma57](#) on Wed, 30 Jul 2003 23:32:13 GMT  
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Very nice, the animations are awesome. Even the animation for when you shoot the mines sign.

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Subject: C&C Seaside Canyon Released

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Posted by [Wild1](#) on Thu, 31 Jul 2003 02:15:29 GMT

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That's a really well done map.

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Subject: C&C Seaside Canyon Released

Posted by [brent3000](#) on Thu, 31 Jul 2003 03:41:17 GMT

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Yeah it is a cool map

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Subject: C&C Seaside Canyon Released

Posted by [Kholdstare](#) on Thu, 31 Jul 2003 05:57:00 GMT

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Dude, the map r0x0r. Great work :mrgreen:

-Kholdstare

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Subject: C&C Seaside Canyon Released

Posted by [brent3000](#) on Thu, 31 Jul 2003 06:33:00 GMT

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KholdstareDude, the map r0x0r. Great work :mrgreen:

-Kholdstare

I am with you on that

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Subject: C&C Seaside Canyon Released

Posted by [Blazer](#) on Thu, 31 Jul 2003 06:41:27 GMT

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I just tried this map out, and I must say its pretty darn nice. In fact the only only map error I found at all was in the AGT, once destroyed, there is a smoking damage aggregate that floats in the air inside in the middle.

The building destruction animations are very sweet. I would even be willing to sacrifice a momentary fps drop to have even more frames (some of the animations, pieces of the building explode into the air, but then they just disappear instead of coming down). I can't decide which building destruction animation is the coolest. The Weapons Factory is pretty dramatic, as is the

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GDI refinery, the craters in the airstrip are a nice touch...I was surprised I could actually jump down into them!

I tried all of the alternate vehicles models and infantry models...cool stuff, especially that med tank (thanks Ack!).

Couple of things I noticed:

1. C4 does little to no damage to tiberium silos. I blew 2 timed and 2 remote on one, and didnt even take it down one block. This means that only tanks can destroy them?
2. The GDI barracks, has a plain grey plaque where the GDI logo usually is. Is that intended?
3. The GDI barracks does not appear to have a destruction animation (all the other buildings do), and when its dead you really can't even tell. Would be cool if the roof partially ripped open or collapsed in or something
4. Was it my imagination or does the Nod Mobile Artillery have a bit more pep? I wouldn't swear it had a higher top speed than before, but it sure turns faster, which is nice
5. Nod cargo plane drops vehicles from extreme height. I'm guessing this was the authors discretion...its not a problem, just something I noticed that wasn't "normal".
6. Building destructions meld with vehicles. I flamed the GDI ref, and purposefully let the tower fall on my flame tank. Yep it got stuck in it I know there is nothing you can do about that, and I did test that once a tower falls, vehicles don't get stuck on it...in fact you can walk up it like a ramp (hmmm nice sniper spots!).
7. Cannot hear auditory warning of Silos under attack. I believe you can fix this by using Aircraftkillers strings file.

I didn't try out all the vehicle explosion animations, but I'm sure they are cool. I would like to see more mods that make use of the engines ability to activate a vehicle damage aggregate, so we can have vehicles that become dented or smoke when they are say 75% damaged.

All in all, great map NeoSaber! I hope you don't mind my few nitpicks, it was meant to be constructive.

:bigups: :bigups:

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Subject: C&C Seaside Canyon Released  
Posted by [brent3000](#) on Thu, 31 Jul 2003 07:03:33 GMT  
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how long did you have to play to find all that out

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Subject: C&C Seaside Canyon Released  
Posted by [Blazer](#) on Thu, 31 Jul 2003 07:14:40 GMT  
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brent3000how long did you have to play to find all that out

Twice, once on each team

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Subject: C&C Seaside Canyon Released  
Posted by [brent3000](#) on Thu, 31 Jul 2003 07:25:11 GMT  
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did you forget to add anything

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Subject: C&C Seaside Canyon Released  
Posted by [warranto](#) on Thu, 31 Jul 2003 08:13:15 GMT  
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Quote:C4 does little to no damage to tiberium silos. I blew 2 timed and 2 remote on one, and didnt even take it down one block. This means that only tanks can destroy them?

The silos are deemed structure, so I'm assuming that mean it has structure damage qualities. I'm just speculating here, I don't know if this is the same with ACK's maps.

Quote:The GDI barracks, has a plain grey plaque where the GDI logo usually is. Is that intended? The GDI barracks does not appear to have a destruction animation

Not an answer, but just something to add on. If your talking about the logo on the rear of the barracks, it does show after that area has taken damage. And the barracks does have damage, just not a lot, The front logo above the enterance flies off. I agree though, having the roof collapse or something would be cool.

As for the map, I love it. The tunnel system is simple but well designed. And the base defences have maximum effectiveness with the main enterance not being enclosed or otherwise disrupted. Though I will admit the map has a slight "under" feel to it with the way the battlefield is designed and the placement of the rock structure. As for the rear enterance, nicely done, I forgot about the mines until it was too late

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Subject: C&C Seaside Canyon Released  
Posted by [brent3000](#) on Thu, 31 Jul 2003 08:21:08 GMT  
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Quote:And the barracks does have damage, just not a lot, The front logo above the enterance flies off. I agree though, having the roof collapse or something would be cool.

Having the roof come in will be cool if you want to snipe but if not it will just get in the way when you are moving around in the barracks.

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Subject: C&C Seaside Canyon Released  
Posted by [Sk8rRIMuk](#) on Thu, 31 Jul 2003 09:16:28 GMT  
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Blazerbrent3000how long did you have to play to find all that out

Twice, once on each team

That's all it takes .

Still I haven't played it yet...

Will play it after I finished up posting here .

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Subject: C&C Seaside Canyon Released  
Posted by [brent3000](#) on Thu, 31 Jul 2003 09:47:56 GMT  
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i have had a quick go on it and what i have played so far it is pretty cool so Sk8rRIMuk the posting can wait go and play it then tell me what you think

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Subject: C&C Seaside Canyon Released  
Posted by [NeoSaber](#) on Thu, 31 Jul 2003 17:16:55 GMT  
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BlazerCouple of things I noticed:

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5. Nod cargo plane drops vehicles from extreme height. I'm guessing this was the authors

discretion...its not a problem, just something I noticed that wasn't "normal".

6. Building destructions meld with vehicles. I flamed the GDI ref, and purposefully let the tower fall on my flame tank. Yep it got stuck in it I know there is nothing you can do about that, and I did test that once a tower falls, vehicles don't get stuck on it...in fact you can walk up it like a ramp (hmmm nice sniper spots!).

7. Cannot hear auditory warning of Silos under attack. I believe you can fix this by using Aircraftkillers strings file.

Lots of stuff to respond to.

1. I was trying to find a new health\armor setting for the silos as opposed to Mineshaft, where they were damaged like an MCT. I guess I didn't get it quite right for the C4.

2/3. The grey plaque is the destruction. The symbol is blown off. I know its kind of a lame animation, but for 'version 1' of the destruction animations I didn't want to even touch the interiors of the buildings (it took months to come this far, how much longer would interiors take). That left almost nothing to do on a rampless barracks. With the ramps there is a little more, one of the ramps will collapse.

4. Its your imagination I think. I don't recall changing anything on the mobile artillery other than setting up its destruction animation.

5. Yeah I set it that way, otherwise the plane would go right through the base of the mountain on its way out.

6. The animations do still have flaws I'm trying to solve. For now, try not to be under falling debris. Odds are you will get trapped.

7. I originally was going to do that, however the amount of work that may be involved made me decide not to do it for this release. I think I would have to rewrite my entire settings file to get the warnings. The building explosion animations + vehicle explosions + alternate characters/vehicles = a hell of a lot to rewrite.

About the vehicle destructions, just remember most aren't mine. Only the recon bike's animation was made by me. Westwood made the others. I did correct the flaws in the MRLS and Mammoth's animations too, but that was just fixing their position. I didn't change the animation of them.

I don't mind constructive nitpicks, I nitpick my own maps to death already.

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Subject: C&C Seaside Canyon Released  
Posted by [YSLMuffins](#) on Fri, 01 Aug 2003 01:51:50 GMT  
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This is a fantastic map--I think battles will be fairly intense or quick, even with defenses.

And the floating thing in the AGT after it's destroyed is a bug that's seen on all WW maps,

Also, the new Med Tank model needs some tweaking with it's track animation--either the U Scale needs to be changed to the V Scale, or vice versa.

I look forward to further works from you. :thumbsup:

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**Subject: C&C Seaside Canyon Released**  
Posted by [NeoSaber](#) on Fri, 01 Aug 2003 03:02:26 GMT  
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YSLMuffinsAlso, the new Med Tank model needs some tweaking with it's track animation--either the U Scale needs to be changed to the V Scale, or vice versa.

I saw that too, originally I thought it needed to be fixed in Gmax, so I spent a few hours importing it and fixing it up. It didn't work so I just moved on to other things and forgot about it.

Just now I was poking around in Level Edit and I found the settings to fix it. Two numbers needed to be changed, it took all of 5 seconds to fix. Several hours of failed attempts in Gmax and all it took was swaping around a few numbers in Level Edit.

I'm going to go bang my head against a wall...

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**Subject: C&C Seaside Canyon Released**  
Posted by [brent3000](#) on Fri, 01 Aug 2003 05:43:07 GMT  
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NeoSaberYSLMuffinsAlso, the new Med Tank model needs some tweaking with it's track animation--either the U Scale needs to be changed to the V Scale, or vice versa.

I saw that too, originally I thought it needed to be fixed in Gmax, so I spent a few hours importing it and fixing it up. It didn't work so I just moved on to other things and forgot about it.

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I'm going to go bang my head against a wall...  
what did you fix in it

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**Subject: C&C Seaside Canyon Released**  
Posted by [YSLMuffins](#) on Fri, 01 Aug 2003 09:32:59 GMT  
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In level edit--select the Tank preset and hit Mod. Adjust the track U scale factor or track V scale factor accordingly.

You could tweak by using the 'edit\_vehicle' command in game, however, until you could fire up Level edit.

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Subject: C&C Seaside Canyon Released  
Posted by [brent3000](#) on Fri, 01 Aug 2003 09:54:42 GMT  
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i find it funny that it drops the units way up in the sky

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Subject: C&C Seaside Canyon Released  
Posted by [Sk8rRIMuk](#) on Fri, 01 Aug 2003 10:45:42 GMT  
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[quote="NeoSaber"]Blazer

5. Yeah I set it that way, otherwise the plane would go right through the base of the mountain on its way out.

It still goes through the mountain...

As I recall this was a problem with the Conquest Winter map aswell, in the end it had to be raised really.. really high.

Dude the mine field rules... It took me 3 attempts to figure out how to get through w/o getting blown to pieces.

I love this map... kinda hard 2 get into the GDI base w/o using some heavy armour or risking the mine field .

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Subject: C&C Seaside Canyon Released  
Posted by [brent3000](#) on Fri, 01 Aug 2003 11:24:32 GMT  
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[quote="Sk8rRIMuk"]NeoSaberBlazer

5. Yeah I set it that way, otherwise the plane would go right through the base of the mountain on its way out.

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---



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I love this map... kinda hard 2 get into the GDI base w/o using some heavy armour or risking the mine field .  
thats what makes it a good map so much danger

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Subject: C&C Seaside Canyon Released  
Posted by [NeoSaber](#) on Fri, 01 Aug 2003 16:27:37 GMT  
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Sk8rRIMukIt still goes through the mountain...

Well yeah, but it didn't bother me if it hit the top of the mountain on the way out. I just didn't want it to go through the bottom of the mountain, possibly interfering with some of the tunnels. I could have made it drop from a higher altitude, but I decided to leave it at a somewhat reasonable height. There's only so much punishment a vehicle can take.

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Subject: C&C Seaside Canyon Released  
Posted by [Blazer](#) on Fri, 01 Aug 2003 21:22:50 GMT  
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Sk8rRIMuk

I love this map... kinda hard 2 get into the GDI base w/o using some heavy armour or risking the mine field .

You can park a vehicle behind the trees for a quick repair in the field...the AGT missile will hit the tree and save you some damage.

As hotwire I was able to walk right into the Nod base by hugging the minefield wall...didnt set off any mines and I was right behind the PP....if I had a beacon it would be bad for Nod

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Subject: C&C Seaside Canyon Released  
Posted by [brent3000](#) on Fri, 01 Aug 2003 22:33:26 GMT  
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BlazerSk8rRIMuk

I love this map... kinda hard 2 get into the GDI base w/o using some heavy armour or risking the mine field .

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any mines and I was right behind the PP....if I had a beacon it would be bad for Nod  
why didnt you have a becon i alwas go with a becon and a flame gun and a bike

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Subject: C&C Seaside Canyon Released  
Posted by [Sk8rRIMuk](#) on Fri, 01 Aug 2003 22:54:21 GMT  
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BlazerSk8rRIMuk

I love this map... kinda hard 2 get into the GDI base w/o using some heavy armour or risking the mine field .

You can park a vehicle behind the trees for a quick repair in the field...the AGT missle will hit the tree and save you some damage.

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I did that with my recon and I made it throught the minefield to the PP as a NOD Tech on my 3rd attempt

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Subject: C&C Seaside Canyon Released  
Posted by [brent3000](#) on Fri, 01 Aug 2003 23:00:59 GMT  
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Sk8rRIMukBlazerSk8rRIMuk

I love this map... kinda hard 2 get into the GDI base w/o using some heavy armour or risking the mine field .

You can park a vehicle behind the trees for a quick repair in the field...the AGT missle will hit the tree and save you some damage.

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I did that with my recon and I made it throught the minefield to the PP as a NOD Tech on my 3rd attempt

i kicked GDI's ass with a recon bike a flame gun and a lot of mines

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