## 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.

## Subject: C&C Seaside Sunset Released
Posted by OrcaPilot26 on Tue, 02 Dec 2003 20:47:24 GMT
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How do you make a vehicle destruction animation, I've been trying to make one for my harrier but It won't work.

## Subject: C&C Seaside Sunset Released
Posted by NeoSaber on Tue, 02 Dec 2003 21:12:28 GMT
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I don't know what you've done or not done, so here's a general overview of the level edit settings for it.

In Level Edit vehicle destructions are set up as an Explosion. That's found at Munitions-> Explosion. You can go to Munitions-> Explosion -> Explosions_Objects -> Explosions_Vehicles to see all the settings for the standard Renegade vehicle destructions. That's a good place to go if you need an example.

After the explosion settings are in place, go to the vehicle's settings. Find the setting called KilledExplosion. Set that to the explosion you want. In game, when the vehicle is destroyed, the explosion you selected is displayed.

## Subject: C&C Seaside Sunset Released
Posted by Titan1x77 on Wed, 03 Dec 2003 03:22:26 GMT

Nice

Im going to d-load now and update Fastconn 2's rotation with this friday!!

was always a good map,but people would fall thru the airstrip due to missing .mix

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Subject: C&C Seaside Sunset Released
Posted by spreegem on Wed, 03 Dec 2003 15:48:55 GMT

I'm getting it now, this should be an interesting map now. . . BTW could I put it on my site?

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Subject: C&C Seaside Sunset Released
Posted by NeoSaber on Wed, 03 Dec 2003 23:09:57 GMT

I don't mind if other sites put it up for download, as long as it's the entire .zip file and not just the map without its readme.