
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 flys 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
