

BlazerCouple 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.

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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