
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.

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...
what did you fix in it
