Subject: C&C Seaside Sunset Preview
Posted by NeoSaber on Sat, 01 Nov 2003 07:12:54 GMT
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http://www.cnc-source.com/gallery/categories.php?cat_id=87

I finally gave myself a kick in the ass to work on this. It's a remake of Seaside Canyon. The obelisk and AGT are set into their destroyed state so bases are much more vulnerable to rushing. GDI will have a few normal guard towers (with destruction animations) at the front of their base. I also changed some of the weapon spawners so there will be no more spawners with Railguns, Ramjets, Volt Rilfes, or PICs.

I'm open to suggestions on what else to change. Currently the Recon Bike replaces the Nod APC, anyone prefer to see the APC come back instead? Perhaps put them both in? Also, the landmines are still on the beaches (shifted around to suprise those who knew how to get past them unharmed). Still want them around, or should they be removed? Anything else you would like to see different?

Subject: C&C Seaside Sunset Preview
Posted by Cpo64 on Sat, 01 Nov 2003 07:22:32 GMT
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Looks good, I liked the layout of the first.

May I suggest adding some more textures?

Maybe some craters?

Also, since this is later in the day, maybe change the water level? Tides and all...

And since you seem to be able to do all this animation stuff, maybe you could do something with the C130? instead of flying so high, maybe make it fly in at a funny angle, drop off the vehicle, then make a hard bank bearly makeing it out alive?

Subject: C&C Seaside Sunset Preview
Posted by Deafwasp on Sat, 01 Nov 2003 09:07:37 GMT
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you like asking for a lot eh?

Subject: C&C Seaside Sunset Preview
Posted by Cpo64 on Sat, 01 Nov 2003 18:30:13 GMT
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There just ideas, he doesn't have to use any of them.

When brainstorming I didn't put any limits on the ideas. So he can take what he likes and use it, if not, it probaly will be just of good a map

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Subject: C&C Seaside Sunset Preview
Posted by kopaka649 on Sat, 01 Nov 2003 19:01:25 GMT
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sweet! seaside canyon was one of my favourite maps on mmn

Subject: C&C Seaside Sunset Preview
Posted by Genocide on Sat, 01 Nov 2003 20:12:52 GMT
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What i noticed when i was playing was the overall gameplay, gdi and nod were always hiding behind the arch, and it was like a dogfight in the middle, maybe you need to make more ways to access the base tank wise.

hope it helped.

Subject: C&C Seaside Sunset Preview
Posted by NeoSaber on Sun, 02 Nov 2003 04:44:16 GMT
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Cpo64Looks good, I liked the layout of the first.

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Maybe some craters?

Also, since this is later in the day, maybe change the water level? Tides and all...

And since you seem to be able to do all this animation stuff, maybe you could do something with the C130? instead of flying so high, maybe make it fly in at a funny angle, drop off the vehicle, then make a hard bank bearly makeing it out alive?

I like the idea of putting in a few craters, I'll see if I can find a good spot to put them. I think I'll put in a few destroyed vehicles and ambient gunfire sounds to add to the battlefield effect too.

Changing the water level and air drop would be kind of time consuming, for very little effect. I think I'll leave those as is. More textures might be good, if I could come up with some more to add. That's always the problem for me, I never can decide what will look good for a map.

Subject: C&C Seaside Sunset Preview
Posted by Beanyhead on Sun, 02 Nov 2003 05:33:48 GMT
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Sounds like we'll have to try it out for Fan Map Night sometime

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Subject: C&C Seaside Sunset Preview
Posted by CnCsoldier08 on Sun, 09 Nov 2003 02:04:36 GMT
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Umm seaside canyon....when i played that map there were no tops to the buildings. I duno if this was just my map or if it was the case for everyone. if it happened to everyone, plz change that part.

Subject: C&C Seaside Sunset Preview
Posted by Renx on Sun, 09 Nov 2003 02:10:43 GMT
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I thought this map was suppost to be for RenAlert? Or was that a different one?

Subject: C&C Seaside Sunset Preview
Posted by Titan1x77 on Sun, 09 Nov 2003 03:28:12 GMT
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everyone for some reason or another doesnt get the other zip installed or the server doesnt

anychance you can just make the .mix a little bit bigger so they work?

Subject: C&C Seaside Sunset Preview
Posted by NeoSaber on Sun, 09 Nov 2003 04:25:48 GMT
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RenxI thought this map was suppost to be for RenAlert? Or was that a different one?

That's a different one.

Titan1x77everyone for some reason or another doesnt get the other zip installed or the server doesnt

anychance you can just make the .mix a little bit bigger so they work?

Hmm, I have been thinking of doing that. I originally seperated the .mix files so I could update

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them easier. However I've come to the conclusion the exploding buildings just need one last overhaul for me to call them done. If I focus on just them for a week or so I could probably get it done. Then there wouldn't be a need to seperate the files. I probably could also fix up the alternate models and avoid seperating those as well.

Looks like the map is going to be delayed a little, but it'll probably be for the best.

Subject: C&C Seaside Sunset Preview
Posted by Halo38 on Sun, 09 Nov 2003 05:14:30 GMT
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coming along nice neo