
Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Sat, 15 May 2004 22:03:46 GMT

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Try_leeOh... am I the only one with a normal, white top of the Nod powerplant instead of a darker yellow colour then?

It kinda looks really odd, but the GDI one is unaffected.

You probably have an older version of the building destruction animations in you data folder. Renegade is loading them, instead of the correct ones, causing lighting errors like that.

Check if you have the file C&C_ExpBldg_Data.mix in your data folder. If its there, delete it. It contains the older version and is preventing the correct ones from loading out of Mutation's .mix file.
