
Subject: C&C Mutation 1.1 in the works

Posted by [NeoSaber](#) on Wed, 02 Jun 2004 15:42:40 GMT

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Aircraftkiller Call it MutationTS so that it isn't going to conflict with the previous version, and give that concrete tunnel some actual texture detail instead of that junk Renegade texture you used on it.

If I'm going to rename it, I'd like to add something other than 'TS' to it. That sounds like it's the 'Tiberian Sun' version, which the original Mutation already is. Perhaps 'Mutation_Redux'.

Any suggestions for the texture/textures? I never came up with something better, that's why it was left with that one.

oblivion165i always wanted to ask you why that one tree attacks you and the others dont? it was good.

I didn't want too many animated objects on the map, it could've caused FPS problems. I might be able to add a few more though...

Slicer_238Any way to make some patches of blue tiberium explosive? If you could do that it would be awesome. o.O

I can't think of a way to make the 'textured' parts explosive. The crystals already are, I think that's the best I can do for those. I have been thinking of lowering the health of the crystals so they're a little more volatile.

Try_leels it possible to make the pieces of the exploded meteors impact the ground or other objects, causing damage and not just vanishing?

The pieces of the meteor are emitters. I don't think emitters can cause damage.

--oo00o00oo--crossable water and harvy bombs?

It would require too much of a terrain redesign to do crossable water, I don't think I could change the terrain that much and still have it done by this weekend.

I like the idea of making harvesters explode violently when loaded with tiberium, but that would require new scripts or changes to existing scripts to work right. I don't think that will happen in time for me to be able to do it.
