
Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Fri, 14 May 2004 23:40:57 GMT
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<http://www.cnc-source.com/files/pafiledb.php?action=file&id=371>

For those that don't know, it's based on the tiberium mutated environments in Tiberian Sun: Firestorm. Nod and GDI have become trapped by an ion storm in a tiberium mutated environment. They now must struggle to survive against each other and their surroundings.

The map features the building destruction animations I've made, as well as the alternate models that were in SeasideCanyon. Players can buy a harvester and collect tiberium themselves to gain extra money for them and their team. Watch out for the meteors though, they tend to come down in tiberium patches.

Have fun!

This map requires scripts.dll 1.7, I've included a copy of it in the .zip file for convenience.

Also, if you want to check out some screen shots before downloading, there's a gallery of them here.

Subject: C&C Mutation Released
Posted by [Slicer_238](#) on Sat, 15 May 2004 00:20:40 GMT
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Okay first badass map. The only way it could of possibly have gotten better would of been destroyable bridges and the patches of blue Tiberium explode when shot. Other then that I am in love with this map seeing as CnC: TS and TS:FS was the first CnC game I ever played.

Subject: C&C Mutation Released
Posted by [U927](#) on Sat, 15 May 2004 00:42:50 GMT
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Why does it require scripts.dll 1.7 to run? I thought it was needed to simply make maps and such.

Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Sat, 15 May 2004 00:58:10 GMT
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If a map uses a script out of the custom scripts.dll, then a server running the map needs it too, otherwise it won't know what to do when the map calls for something in the scripts.dll.

Technically a player doesn't need the scripts.dll, as long as the player never hosts the map. That

includes 1-player LAN games.

Subject: C&C Mutation Released

Posted by [Aircraftkiller](#) on Sat, 15 May 2004 01:04:26 GMT

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My only gripe is that you're using the wrong Recon Bike purchase icon. Use the one in my levels, it's offically from Westwood Studios and you'll notice it actually looks like it fits in with the other icons.

Subject: C&C Mutation Released

Posted by [TnTANDY](#) on Sat, 15 May 2004 01:16:34 GMT

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I like this map, especially the falling rocks from the sky, they're amazing to wait and watch lol. Can I ask, if you stood beneath the rocks as they were falling, would they kill you?

Only huntch about this map is that it would of been nice to cross that river without being stoped by an invisable blocker thingy, and some of those tiberian trees animated, and some others didn't whys that?

Andy

Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Sat, 15 May 2004 02:11:07 GMT

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AircraftkillerMy only gripe is that you're using the wrong Recon Bike purchase icon. Use the one in my levels, it's offically from Westwood Studios and you'll notice it actually looks like it fits in with the other icons.

checks BunkersTS

D'oh! I never paid attention to that icon before. Noted for future reference.

TnTANDYI like this map, especially the falling rocks from the sky, they're amazing to wait and watch lol.

Can I ask, if you stood beneath the rocks as they were falling, would they kill you?

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Andy

Meteors will kill infantry that are too close to the impact. Vehicles will be damaged, but it depends

on how much armor it has as to how much damage it will take. A buggy might get killed from a direct hit, a harvester would probably lose 1/3 of it armor.

Originally I was going to let infantry cross the river, but I didn't like the way that part of the design was turning out so I blocked everything. Also, I don't think infantry would want to cross a tiberium contaminated river.

There's two reasons why only some trees are animated. The 'technical reason' is too many animated trees may have caused a harmful drop in FPS, so I only put a few in. The 'creative reason' is that the trees are at different stages of tiberium mutation. Only some have changed enough that they've begun to move.

Subject: C&C Mutation Released
Posted by [Javafx](#) on Sat, 15 May 2004 02:21:55 GMT
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I've got a question:

I've never seen this harvester thing in a map before, how exactly does it work? I was tinkering with it, and I can't seem to deposit the funds after idling in the tiberium for a while.

Subject: C&C Mutation Released
Posted by [Aircraftkiller](#) on Sat, 15 May 2004 02:28:15 GMT
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Play Renegade Alert, it was the first to introduce team operated Ore Trucks. It's a simple process, sit out in the field, wait for the \$ sign to appear (or wait 30 seconds), drive back to the Ore Refinery or the Tiberium Refinery in the designated drop zone that the normal unit would drop off at. Your credits instantly go up.

Subject: C&C Mutation Released
Posted by [jd422032101](#) on Sat, 15 May 2004 02:34:05 GMT
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great map i love

Subject: C&C Mutation Released
Posted by [Javafx](#) on Sat, 15 May 2004 02:48:42 GMT
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AircraftkillerPlay Renegade Alert, it was the first to introduce team operated Ore Trucks. It's a simple process, sit out in the field, wait for the \$ sign to appear (or wait 30 seconds), drive back to

the Ore Refinery or the Tiberium Refinery in the designated drop zone that the normal unit would drop off at. Your credits instantly go up.

Thats what I tried on this map, and the icon didn't appear, and the refinery didn't accept the load.

Oh yeah, I noticed a bug in the meteors: When I drove a buggy on one, it split apart and the buggy was practically launched into the stratosphere.

Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Sat, 15 May 2004 03:06:14 GMT
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If you drive out to a tiberium field with a harvester, and wait about 20 seconds, a spinning \$ should rise out of the harvester. Drive back to by the refinery dock and you'll instantly get credits based on the field you were in. 300 for green, 500 for mixed, 700 for blue.

If that's not working, make sure you have the most recent scripts.dll installed correctly. Without that the harvesting won't work.

Also.. when you say 'bug in the meteors' do you mean those little tiberium plants? That's the only thing I can think of that splits open when you get near them. Those particular animations use DoorPhys to trigger when a player is nearby. There seems to be a bug where if you're hit by a moving door at the right angle, you shoot off like a rocket. I noticed it on a couple plants, when I hit them at the perfect angle in the right place. I'm not sure how to correct it since it seems to be the way DoorPhys works. Consider it a part of having to 'struggle to survive against the environment'

Subject: C&C Mutation Released
Posted by [Javaxcx](#) on Sat, 15 May 2004 03:08:09 GMT
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Yeah, it must be those tiberium plants. I assumed they were tiberium metorites.

Subject: C&C Mutation Released
Posted by [YSLMuffins](#) on Sat, 15 May 2004 04:03:31 GMT
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NeoSaberIf you drive out to a tiberium field with a harvester, and wait about 20 seconds, a spinning \$ should rise out of the harvester. Drive back to by the refinery dock and you'll instantly get credits based on the field you were in. 300 for green, 500 for mixed, 700 for blue.

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I just love this map! What lucky server is going to host this map first? And those tiberium plants are so creepy, oh gosh! (Excellent job).

However, I don't think I'm harvesting correctly. I got the dollar sign part to work correctly, but when I drive back to the refinery my money doesn't appear to go up at all. I drove the harvester to where the AI harvester dumps off...should I have driven somewhere else?

Correction: It does go up. My mistake. It's just so subtle and fast that I didn't notice it lol. Perhaps there should be a sound or something.

Subject: C&C Mutation Released
Posted by [Vitaminous](#) on Sat, 15 May 2004 04:10:17 GMT
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You know, maybe he just didn't install the Scripts.dll file.
I could be wrong.

Subject: C&C Mutation Released
Posted by [m1a1_abrams](#) on Sat, 15 May 2004 06:29:26 GMT
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Good map, but no Visceroids? A Tiberian Sun map like this would be crawling with them.

Subject: C&C Mutation Released
Posted by [flyingfox](#) on Sat, 15 May 2004 06:41:01 GMT
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Only 1 problem. Stolen harvesters can't actually cash in funds.

Otherwise, the map speaks for its-self. Well TS like, good music too but I preferred "Red Sky", at least I think it was called that.

Subject: C&C Mutation Released

Posted by [Crimson](#) on Sat, 15 May 2004 08:01:12 GMT

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n00bsvr04 is running this map... and only this map because I'm lazy.

RenGuard required.

Subject: C&C Mutation Released

Posted by [cokemaster](#) on Sat, 15 May 2004 08:17:19 GMT

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Any mirrors?

I'm having problems connecting to the website with the map.

Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Sat, 15 May 2004 18:19:00 GMT

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I don't know of any mirrors right now. I might put it up on Renmaps in a few days.

m1a1_abramsGood map, but no Visceroids? A Tiberian Sun map like this would be crawling with them.

I decided not to have any AI on this map, however I'm going to start working on a version that has AI mutants in it. Visceroids should make an appearance in that version.

flyingfoxOnly 1 problem. Stolen harvesters can't actually cash in funds.

I decided to make it that Nod harvesters only work at a Nod refinery, GDI harvesters only work at a GDI refinery. If I didn't, then you could go to either refinery, whether you were GDI or Nod. Just the way the scripts work right now.

Subject: C&C Mutation Released

Posted by [flyingfox](#) on Sat, 15 May 2004 18:23:15 GMT

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You could just've allowed it, if someone tried to cash in at the enemy refinery they'd probably be killed. Buy hey, no biggy.

Subject: C&C Mutation Released

Posted by [Creed3020](#) on Sat, 15 May 2004 18:45:05 GMT

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Cool map. I've spotted some bugs just wondering if they were my end or not. Also one ss I'm just wondering if what I found is right.

Not sure if this is a VIS error or what...(Look at ref)

<http://eoesvr03.serveftp.net/Hosting/Images/mutation-vis.jpg>

Is this that yellow colouring supposed to abruptly stop or fade upwards?

<http://eoesvr03.serveftp.net/Hosting/Images/mutation-texture.jpg>

Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Sat, 15 May 2004 19:06:05 GMT

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Quick Announcement:

I just found out there was a texture missing. I've updated the download to include it. Anyone who downloaded it before should get the new version to make sure they aren't missing the file. Sorry for the inconvenience.

Now onto Creed3020's post.

Creed3020Not sure if this is a VIS error or what...(Look at ref)

<http://eoesvr03.serveftp.net/Hosting/Images/mutation-vis.jpg>

Is this that yellow colouring supposed to abruptly stop or fade upwards?

<http://eoesvr03.serveftp.net/Hosting/Images/mutation-texture.jpg>

That does look like a vis error in the first pic. I must of missed it when vis correcting.

The second pic appears to be a file loading error. An older version of the destruction animations are probably loading from another .mix file in you Data folder. Look for a file called C&C_ExpBldg_Data.mix or something along that line and delete it.

Subject: C&C Mutation Released
Posted by [carlekpl](#) on Sat, 15 May 2004 19:35:01 GMT
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Any other mirrors ?
I can't open cnc-source :rolleyes:

Subject: C&C Mutation Released
Posted by [Creed3020](#) on Sat, 15 May 2004 21:08:35 GMT
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Okay I deleted that one file. Hopefully it will all look right now.

Subject: C&C Mutation Released
Posted by [Slicer_238](#) on Sat, 15 May 2004 21:50:56 GMT
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Crimsonn00bsvr04 is running this map... and only this map because I'm lazy.

RenGuard required.

And guess who pleaded Crimson to do so. =D

Subject: C&C Mutation Released
Posted by [Renx](#) on Sat, 15 May 2004 22:13:16 GMT
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-19:19:01- [@n00bsvr04]: Host: The map rotation includes:

-19:19:01- [@n00bsvr04]: Host: [C&C_Mutation.mix]

Imao

Subject: C&C Mutation Released
Posted by [Slicer_238](#) on Sun, 16 May 2004 02:41:35 GMT
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Okay Neo. For soem reason I can't download anything from CnC Source. Every file I click to download just goes back to the listing screen.

Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Sun, 16 May 2004 03:22:34 GMT

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That's strange. I'm not sure what could be causing that. What web browser are you using?

Subject: C&C Mutation Released

Posted by [Slicer_238](#) on Sun, 16 May 2004 12:06:08 GMT

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Nevermind works now.

Subject: C&C Mutation Released

Posted by [Creed3020](#) on Sun, 16 May 2004 16:09:46 GMT

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Right click>Save Target As, I always have to use that for CnC Source not sure why because otherwise it never prompts where I want to save the file just puts in the damm temp folders...

Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Wed, 19 May 2004 15:56:10 GMT

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I was hoping to be able to announce a file mirror or something, but nothing has come up. So I don't have a clever way to disguise this post.

bump!

Subject: C&C Mutation Released

Posted by [npsmith82](#) on Thu, 20 May 2004 03:56:42 GMT

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Just like to say that i love what you've done with this map. It shows a real good imagination.

Few things though, i found that once harvested, the opposing team can't steal your loaded harvester and cash in it's tiberium back at their base. In fact, Nod can't use GDI's harvester at all, and vice versa.

Considering that the drivers don't need to be in the harvy to 'harvest', i think it'd be a nice touch if you could steal them and still use them for you own teams gain (as they cost an expensive \$1400).

I think it could also be improved if you were to make the comets have a bigger splash radius, as

i've never even been damaged by one that landed right next to me.

I hope you go ahead and modify all the WS maps to have user-driven harvesters so we don't all have to scream "MOVE BITCH!!" everytime they leave your base, only to get blown up yet again. I can see it making an interesting change of tactics, where people are actively guarding the harvester, each time it heads out. Like how in ol' C&C, where you'd hold Ctrl+Alt to protect the unit.

All in all, really great map & scripted events. GJ :thumbsup:
