
Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Fri, 14 May 2004 23:42:45 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 [SuperFlyingEngi](#) on Sat, 15 May 2004 00:19:46 GMT
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I'm not on my gaming comp right now, but I'll download this map soon. But from what I've seen, looks like a good map.

Did you fiix the bug with the asteroids and Gameplay Pending?

Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Sat, 15 May 2004 00:34:02 GMT
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I changed the setup so the meteor making objects aren't created until after the harvesters are created, so that should fix the Gameplay Pending problem. Hopefully the 15 scripts required to make that happen won't burden a server too much on startup. It didn't have a noticable effect on my test server, so it should be alright.

Subject: C&C Mutation Released
Posted by [SuperFlyingEngi](#) on Sat, 15 May 2004 01:46:30 GMT
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Awesome.

Subject: C&C Mutation Released
Posted by [Oblivion165](#) on Sat, 15 May 2004 02:01:02 GMT
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its really cool, but you can walk places you probably shouldnt.....

Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Sat, 15 May 2004 02:14:55 GMT
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Dang, I thought I put up enough blockers to prevent that stuff. Oh well.

Subject: C&C Mutation Released
Posted by [icedog90](#) on Sat, 15 May 2004 08:34:24 GMT
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This level is perfect, except for a few bugs that let you escape the level. The atmosphere is also perfect, it really reflects Firestorm. You did a wonderful job.

I especially like the meteors.

Subject: C&C Mutation Released
Posted by [Oblivion165](#) on Sat, 15 May 2004 11:42:11 GMT
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oh i didnt tell you where the blocker needed to be. Its the hill right next to the tall bridge, the one that leads into the blue ore, and is right next to the very big mountain.

Subject: C&C Mutation Released
Posted by [Spice](#) on Sat, 15 May 2004 18:15:00 GMT
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I couldnt find out how to harvest Plus I didnt see one meteor . I really like the Recon destroy animation. Its really good. Havent seen the destroy animations yet for the buildings. Going to check now.

It would make a excellent reborn map btw.

Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Sat, 15 May 2004 18:26:38 GMT
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If you can't harvest and never see any meteors, you probably don't have the current scripts.dll.

Subject: C&C Mutation Released
Posted by [icedog90](#) on Sat, 15 May 2004 18:42:56 GMT
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I wasn't able to see the meteors until I installed scripts 1.7.

Subject: C&C Mutation Released
Posted by [Aimbots](#) on Sat, 15 May 2004 18:47:44 GMT
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downloading now

edit: it says its corrupted

Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Sat, 15 May 2004 18:55:34 GMT
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There was a texture missing, so I needed to update the download. If you tried to download at that time it probably corrupted.

Everyone who has already downloaded it should download it again. Sorry for the inconvenience.

Subject: C&C Mutation Released
Posted by [Try_lee](#) on Sat, 15 May 2004 20:32:27 GMT
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Was the texture for the top part of the powerplant?

Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Sat, 15 May 2004 21:03:41 GMT
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No it was for the cliffs. The texture's names is 01lv1-cliff8. I didn't notice it was missing at first because it was in 2 other maps I had in my Data folder.

Subject: C&C Mutation Released
Posted by [Try_lee](#) on Sat, 15 May 2004 21:48:00 GMT
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Oh... 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.

Subject: C&C Mutation Released
Posted by [Renx](#) on Sat, 15 May 2004 21:58:34 GMT
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Very nice!

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.

Subject: C&C Mutation Released
Posted by [Titan1x77](#) on Sat, 15 May 2004 23:05:00 GMT
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repair pads are missing textures...

I liked the layout and it has plenty of eye candy(tib monsters,meteors,etc.)

Only gripes is no tunnels for infantry,and no base defenses with mulitple routes in....with a couple of ways in base defenses are usually needed to keep it from being an APC rush fest and a gameover after 15 mins.

Subject: C&C Mutation Released
Posted by [NeoSaber](#) on Sat, 15 May 2004 23:25:33 GMT
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Repair pad textures are missing? They should be in C&C_Glacier_Flying.mix. Since that was in an official patch I didn't include them. Unless there's some extra texture on them I'm not aware of.

Subject: C&C Mutation Released
Posted by [Try_lee](#) on Sat, 15 May 2004 23:32:52 GMT
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Titan1x77with a couple of ways in base defenses are usually needed to keep it from being an APC rush fest and a gameover after 15 mins.

Who says that fast gameplay is a bad thing? I'd rather play any game where there's active destruction of the enemy base than ones where people simply pound buildings all game.

Oh, and the Nod powerplant looks fine now. Where did that file come from?

Subject: C&C Mutation Released
Posted by [Titan1x77](#) on Sun, 16 May 2004 00:02:38 GMT
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I dont have Glacier flying in my data folder...its not used in rotation anywhere that I know of....I'll have to put it back in.

Didnt say it's a bad thing,Just not my style of gameplay...I like a challenge.

That file was from Seaside Canyon.

Subject: C&C Mutation Released
Posted by [Spice](#) on Sun, 16 May 2004 07:44:03 GMT
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Thats why alot of your maps are fun to play on. I dont want a map with simple gameplay. I like to have lots of open options. Mutation is good. I wouldnt mine tunnels though.

*Goes to get scripts 1.7 again *

Subject: C&C Mutation Released

Posted by [Sanada78](#) on Sun, 16 May 2004 15:53:35 GMT

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BTW NeoSaber, did you put all the building destruction animations and all the other stuff into the level mix file?

I say this because the method you used before (by putting them into separate mix files) can be done without them appearing in the map menu. All you've got to do is name the file without the "C&C_" prefix. I've named a file something like "0_MyFiles.mix", and put all the files I want shared between the maps in it. It works fine and the file doesn't come up in the map menu. However, I haven't tested in online, so I can't be sure it works completely.

That's if that was your problem before.

...and nice map too, haven't been able to test it yet.

Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Sun, 16 May 2004 16:55:09 GMT

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I did pack all the destruction animations and alternate models into Mutation's .mix file. I decided to start doing that after hearing too many "The tops of the buildings are missing" from people who played SeasideCanyon and for some reason didn't have the extra files.

My early tests for putting it in a separate .mix showed that without the C&C_ prefix, Level Edit couldn't find the files. Putting the C&C_ prefix on those files was the last thing I wanted to do, but at the time I couldn't find a way around it. I never tried it with something like 0_ though.
