Subject: C&C Mutation Redux released
Posted by NeoSaber on Sat, 05 Jun 2004 03:17:11 GMT
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The new version of Mutation is done.

http://www.cnc-source.com/files/pafiledb.php?action=file&id=378

Basically just several bug fixes and a few balance changes to the original version. The biggest change is that the tiberium silos and repair facilities now use Aircraftkiller's strings.tdb so the damage and destruction announcements can be heard.

Watch out for the meteor strikes, they are a little more frequent now should cause more damage to nearby units.

Subject: C&C Mutation Redux released
Posted by xptek_disabled on Sat, 05 Jun 2004 05:03:50 GMT
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Very nice map.

Subject: C&C Mutation Redux released
Posted by jd422032101 on Sat, 05 Jun 2004 06:34:02 GMT
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good job

Subject: C&C Mutation Redux released
Posted by cokemaster on Sat, 05 Jun 2004 07:51:02 GMT
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Any mirrors?
I haven't been able to access CNCsource this year.

I can via proxy through - just not directly.

Subject: C&C Mutation Redux released
Posted by NeoSaber on Sat, 05 Jun 2004 07:57:06 GMT
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Sorry, no mirrors yet. However, this map might be in the Renguard core update, so people will (hopefully) be able to get it from there too.

Subject: C&C Mutation Redux released
Posted by Hav0c on Sat, 05 Jun 2004 11:19:36 GMT
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Looks Good I still haven't seen a meteor :S

Does it require more than one player in the game for that 2 work?

Subject: C&C Mutation Redux released
Posted by xptek_disabled on Sat, 05 Jun 2004 14:53:49 GMT
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http://www.byterush.com/MutationRedux.zip
http://www.byterush.net/MutationRedux.zip

For those who can't get it from CNCsource. Such a nice map.

Subject: C&C Mutation Redux released
Posted by Slicer_238 on Sat, 05 Jun 2004 15:45:55 GMT
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Alright I downloaded it and played. I love the map so I went around taking screenshots of things thet would make it feel like TS even more and I think I found a bug don't know but I bet it was put in there on purpose.

http://www.n00bstories.com/image.fetch.php?id=1159319697

First to say I think this bridge should be destroyable. That way each team only has three possible routes instead of four. One would be throuh the Blue tiberium, the other through the tunnel, and the last one down that little mountain path.

http://www.n00bstories.com/image.fetch.php?id=1287227045

I would say add more blue explosive tiberium crystals and see if it is possible to make it that when one explodes the others do a chain reaction. That way after you destroy a bridge and see a Nod or GDI rush coming this way it could be stopped for the one time show of huge explosions.

http://www.n00bstories.com/image.fetch.php?id=1252016472

This is the bug I think I found. I ran over the little Tiberium venus fly trap thing with my hummer and this happened.

http://www.n00bstories.com/image.fetch.php?id=1153578046

Don't know if thats suppose to happen but it was funny because teh first time I flew off the cliff. ^.^;

Subject: C&C Mutation Redux released
Posted by NeoSaber on Sat, 05 Jun 2004 17:42:37 GMT
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Both bridges were originally going to be destroyable, but when I was making the original I kept getting stalled making the animations for them. Since they were holding back the map, I cut them out. I almost went back and made that particular bridge destroyable so tanks could be stopped from crossing the river, but when I made it so infantry couldn't even cross the river I decided not to make the bridge destroyable. I felt it would burden infantry too much.

For the blue crystals, Renegade seems to have issues with explosions registering on other objects. I might be able to find a particular physics setting that would do it though, perhaps for future versions.

And to the bug you noticed, that wasn't made on purpose but it was left in on purpose. When I discovered how easy it was to do on that particular plant, I had so much fun flipping vehicles into the air I couldn't bring myself to change it.

Havoc829Looks Good I still haven't seen a meteor :S

Does it require more than one player in the game for that 2 work?

It requires scripts.dll 1.7.

Subject: C&C Mutation Redux released
Posted by Slicer_238 on Sat, 05 Jun 2004 19:40:51 GMT
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Regarding the infantry river crossing. If you could only make certain areas crossable by infantry tin there. Like put in a force that won't let vehicles cross but only infantry. That should work.

Subject: C&C Mutation Redux released
Posted by TonyMontana on Sun, 06 Jun 2004 02:40:40 GMT
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I will tell Alkaline to put his this map into rotation, currently it has the original Mutation map.
I like the map but it goes by too fast and all people do is long range attacks...

I wish their were less ways to enter the base, or wish their were base defenses.

Subject: C&C Mutation Redux released
Posted by Try_lee on Sun, 06 Jun 2004 13:51:19 GMT
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Or maybe you should defend decently?

Subject: C&C Mutation Redux released
Posted by Alkaline on Thu, 10 Jun 2004 19:39:43 GMT
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This map is working properly with SSAOW 1.0 mod by black-cell
b.t.w hope you don't get too pissed if I put it in a mappack, it has your readme and all...

I'll put the redux version of it in the next mappack, curently the original one is still being played on my new map server.

Subject: C&C Mutation Redux released
Posted by NeoSaber on Thu, 10 Jun 2004 21:00:26 GMT
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I don't mind if it's put in a map pack if the readme is included. I only get annoyed when the readme is left out.