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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'

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