Subject: C&C Mutation 1.1 in the works
Posted by **NeoSaber** on Wed, 02 Jun 2004 06:22:24 GMT
View Forum Message <> Reply to Message

I'm currently working on version 1.1 of Mutation, fixing bugs and stuff.

I had a request to make it compatible with Aircraftkiller's strings.tdb, so that's been the main focus of this version. It took 12 hours of nearly constant work but I think I've got that part done (I hope). Unfortunately this makes it incompatible with version 1.0.

I figure I might as well take a little advantage of this problem, and open the floor to other minor changes. Some people have suggested that the player controlled harvesters should be made to work for either refinery, that way stolen harvesters could be useful. Also, it has been suggested that I put the Recon Bike on the normal vehicles menu instead of keeping it as an extra. I'm looking for opinions on these ideas, and looking for other suggestions people may have.

I'm planning to have version 1.1 done by the weekend, so if anyone has suggestions, or knows of any bugs, speak now or forever hold your peace.

Subject: C&C Mutation 1.1 in the works
Posted by **Aircraftkiller** on Wed, 02 Jun 2004 07:22:13 GMT
View Forum Message <> Reply to Message

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.

Subject: C&C Mutation 1.1 in the works
Posted by **Oblivion165** on Wed, 02 Jun 2004 09:05:12 GMT
View Forum Message <> Reply to Message

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

Subject: C&C Mutation 1.1 in the works
Posted by **Slicer_238** on Wed, 02 Jun 2004 12:05:45 GMT
View Forum Message <> Reply to Message

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

Subject: C&C Mutation 1.1 in the works
Posted by **Try_lee** on Wed, 02 Jun 2004 12:46:07 GMT
View Forum Message <> Reply to Message

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

Subject: C&C Mutation 1.1 in the works
Posted by --oo00o00oo-- on Wed, 02 Jun 2004 12:48:34 GMT
View Forum Message <> Reply to Message

crossable water and harvy bombs?

Subject: C&C Mutation 1.1 in the works
Posted by NeoSaber on Wed, 02 Jun 2004 15:42:40 GMT
View Forum Message <> Reply to Message

AircraftkillerCall 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_leeIs it possible to make the pieces of the exploded meteors inpact 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.

Subject: C&C Mutation 1.1 in the works
Posted by Spice on Wed, 02 Jun 2004 20:24:45 GMT
View Forum Message <> Reply to Message

Add infantry Tunnels. Thats all the maps needed in my oppinion.

Subject: C&C Mutation 1.1 in the works
Posted by Titan1x77 on Wed, 02 Jun 2004 21:51:38 GMT
View Forum Message <> Reply to Message

EXdeath7Add infantry Tunnels

Take your time and also make the water crossable....its a good map and with some tunnels and crossable water its sure to be a good map for a long time.

Subject: C&C Mutation 1.1 in the works
Posted by Aircraftkiller on Wed, 02 Jun 2004 22:00:50 GMT
View Forum Message <> Reply to Message

"tunnels" are only necessary when your design is improperly made. They don't need to be in everything.

Subject: C&C Mutation 1.1 in the works
Posted by Creed3020 on Thu, 03 Jun 2004 02:10:27 GMT
View Forum Message <> Reply to Message

Increase the frequency of the meteors, Sometimes it seems I never ever see one and I've been playing for 15 minutes. Not sure if that was a bug or not but I swore I never saw one meteor.

Subject: C&C Mutation 1.1 in the works
Posted by NeoSaber on Thu, 03 Jun 2004 17:21:32 GMT
View Forum Message <> Reply to Message

I was thinking about changing the meteor timing a bit, I'll see if a shorter time period works good.

In regards to terrain changes that have been suggested, given the timeframe I'm working with those won't be possible. I got some ideas for tunnels, but they would take too long to make. I also don't have time to regenerate Vis, and any terrain changes will probably require it. Even a texture change might require me to rename the terrain file, which in turn might require vis to be regenerated. I have planned a future version of Mutation that will have AI in it, so terrain changes might be implemented in that one since I'll be working more on my own timeframe.

I plan to wrap up everything for Mutation Redux tomorrow so I can do some final testing and release the map Saturday.