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Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Fri, 30 Apr 2004 17:38:40 GMT

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BlazerThat map looks like it could benefit from the view distance upgrade

Actually, this one wouldn't. I've added in a somewhat heavy fog as part of the ion storm. Visibility on this map is supposed to be reduced.

--oo00o00oo--i have some tiberium pods (the little cocoons with tib in the middle) if u want to take a look at em. i know they arent much but your are more than welcome to use em.

Currently, I still need models of the giant blue crystal that's in blue tiberium fields, and the blue cactus-like plant. I'm having some trouble getting those two done.

If you (or any one else) have some of those (and are willing to let me use them), post some pics up so I can see if they fit what I need.

--oo00o00oo--also i was wondering...i remember one map "Bio" i believe that had tiberium viens in it. i also recall reading a "land mine" tutorial, where u can make an certain area damage vehicles and not infantry. maybe by combining these 2 features u could add an extra element to your map. just a thought.

I thought about adding that, but I don't think I have a place left to squeeze one in.

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