
Subject: C&C Mutation Preview

Posted by [NeoSaber](#) on Sat, 01 May 2004 17:46:07 GMT

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I've changed the texture tiling on the mountains and cliffs, I think it helps get rid of the repetitive feel while still preserving a good amount of detail. I also added in Repair Facilities.

I've updated the gallery with a few new images to show this. The ones labeled Mutation25 - Mutation30 are the new ones.

m1a1_abramsOne thing I would say, is that all those alternate skins you put in Seaside Canyon make the game look really messy. GDI doesn't look like a team if half of the tanks are gold and the other half are green. People already have the choice to download replacement skins if they want to, so I would prefer to have the choice to see all of my team in a uniform colour.

I like being able to change to an alternate and have other people see the change, so they stay. If you don't want to see a change though, you could make a copy the original vehicle's textures and rename them to match the alternate ones. Stick those in your Data folder and you should see them instead of the alternates.
