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Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Sat, 15 May 2004 02:11:07 GMT

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AircraftkillerMy only gripe is that you're using the wrong Recon Bike purchase icon. Use the one in my levels, it's officially from Westwood Studios and you'll notice it actually looks like it fits in with the other icons.

\*checks BunkersTS\*

D'oh! I never paid attention to that icon before. Noted for future reference.

TnTANDYI like this map, especially the falling rocks from the sky, they're amazing to wait and watch lol.

Can I ask, if you stood beneath the rocks as they were falling, would they kill you?

Only hunch about this map is that it would of been nice to cross that river without being stoped by an invisable blocker thingy, and some of those tiberian trees animated, and some others didn't whys that?

Andy

Meteors will kill infantry that are too close to the impact. Vehicles will be damaged, but it depends on how much armor it has as to how much damage it will take. A buggy might get killed from a direct hit, a harvester would probably lose 1/3 of it armor.

Originally I was going to let infantry cross the river, but I didn't like the way that part of the design was turning out so I blocked everything. Also, I don't think infantry would want to cross a tiberium contaminated river.

There's two reasons why only some trees are animated. The 'technical reason' is too many animated trees may have caused a harmful drop in FPS, so I only put a few in. The 'creative reason' is that the trees are at different stages of tiberium mutation. Only some have changed enough that they've begun to move.

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