
Subject: C&C Mutation Released

Posted by [Sanada78](#) on Sun, 16 May 2004 15:53:35 GMT

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BTW NeoSaber, did you put all the building destruction animations and all the other stuff into the level mix file?

I say this because the method you used before (by putting them into separate mix files) can be done without them appearing in the map menu. All you've got to do is name the file without the "C&C_" prefix. I've named a file something like "0_MyFiles.mix", and put all the files I want shared between the maps in it. It works fine and the file doesn't come up in the map menu. However, I haven't tested in online, so I can't be sure it works completely.

That's if that was your problem before.

...and nice map too, haven't been able to test it yet.
