
Subject: C&C Mutation Released

Posted by [NeoSaber](#) on Sun, 16 May 2004 16:55:09 GMT

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I did pack all the destruction animations and alternate models into Mutation's .mix file. I decided to start doing that after hearing too many "The tops of the buildings are missing" from people who played SeasideCanyon and for some reason didn't have the extra files.

My early tests for putting it in a separate .mix showed that without the C&C_ prefix, Level Edit couldn't find the files. Putting the C&C_ prefix on those files was the last thing I wanted to do, but at the time I couldn't find a way around it. I never tried it with something like 0_ though.
