
Subject: C&C Mutation Released

Posted by [npsmith82](#) on Thu, 20 May 2004 03:56:42 GMT

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Just like to say that i love what you've done with this map. It shows a real good imagination.

Few things though, i found that once harvested, the opposing team can't steal your loaded harvester and cash in it's tiberium back at their base. In fact, Nod can't use GDI's harvester at all, and vice versa.

Considering that the drivers don't need to be in the harvy to 'harvest', i think it'd be a nice touch if you could steal them and still use them for you own teams gain (as they cost an expensive \$1400).

I think it could also be improved if you were to make the comets have a bigger splash radius, as i've never even been damaged by one that landed right next to me.

I hope you go ahead and modify all the WS maps to have user-driven harvesters so we don't all have to scream "MOVE BITCH!!!" everytime they leave your base, only to get blown up yet again. I can see it making an interesting change of tactics, where people are actively guarding the harvester, each time it heads out. Like how in ol' C&C, where you'd hold Ctrl+Alt to protect the unit.

All in all, really great map & scripted events. GJ :thumbsup:
