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Subject: C&C Mutation 1.1 in the works

Posted by [NeoSaber](#) on Thu, 03 Jun 2004 17:21:32 GMT

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I was thinking about changing the meteor timing a bit, I'll see if a shorter time period works good.

In regards to terrain changes that have been suggested, given the timeframe I'm working with those won't be possible. I got some ideas for tunnels, but they would take too long to make. I also don't have time to regenerate Vis, and any terrain changes will probably require it. Even a texture change might require me to rename the terrain file, which in turn might require vis to be regenerated. I have planned a future version of Mutation that will have AI in it, so terrain changes might be implemented in that one since I'll be working more on my own timeframe.

I plan to wrap up everything for Mutation Redux tomorrow so I can do some final testing and release the map Saturday.

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