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Subject: C&C Mutation Redux released

Posted by [NeoSaber](#) on Sat, 05 Jun 2004 17:42:37 GMT

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Both bridges were originally going to be destroyable, but when I was making the original I kept getting stalled making the animations for them. Since they were holding back the map, I cut them out. I almost went back and made that particular bridge destroyable so tanks could be stopped from crossing the river, but when I made it so infantry couldn't even cross the river I decided not to make the bridge destroyable. I felt it would burden infantry too much.

For the blue crystals, Renegade seems to have issues with explosions registering on other objects. I might be able to find a particular physics setting that would do it though, perhaps for future versions.

And to the bug you noticed, that wasn't made on purpose but it was left in on purpose. When I discovered how easy it was to do on that particular plant, I had so much fun flipping vehicles into the air I couldn't bring myself to change it.

Havoc829Looks Good I still haven't seen a meteor :S

Does it require more than one player in the game for that 2 work?

It requires scripts.dll 1.7.

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