
Subject: Putting mutant classes into maps
Posted by [bighairybear](#) on Sat, 05 Jun 2004 17:21:30 GMT
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I can add the 'extras' characters as alternate skins for the regular characters on the purchase terminals.

But if i try to let players purchase mutant characters the game crashes unless the players type in extras on their console. Its only happens with the mutant classes, i can put in kane, logan, shepperd with problems.

So how can i purchase mutants without it crashing?

Subject: Putting mutant classes into maps
Posted by [SuperFlyingEngi](#) on Sat, 05 Jun 2004 17:28:44 GMT
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Hmm... my guess is it's something to do with mutants healing in tiberium, but I don't really know.

Subject: Putting mutant classes into maps
Posted by [Aircraftkiller](#) on Sat, 05 Jun 2004 17:58:27 GMT
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They aren't "skins." They're alternate models with their own texture maps.

Subject: Putting mutant classes into maps
Posted by [bighairybear](#) on Sat, 05 Jun 2004 18:16:07 GMT
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I know they are not skins. The question is how do i put the mutant classes as a regular purchase ? Without Renegade crashing.

Subject: Putting mutant classes into maps
Posted by [Spice](#) on Sat, 05 Jun 2004 23:57:05 GMT
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omgz yu skinz stuff? Wut liek animales!?

Subject: Putting mutant classes into maps
Posted by [TonyMontana](#) on Sun, 06 Jun 2004 02:35:28 GMT
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Just keep them as extras, I don't think I ever saw a map where mutants were allowed as regulars...oh wait

C&C_Woodland.mix has those, you should contact Sanda the maker for Oasis_Flying & Woodland.mix

both maps are available from unrules.com map packs.

Subject: Putting mutant classes into maps
Posted by [bighairybear](#) on Mon, 07 Jun 2004 18:49:05 GMT
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I found that the problem isn't with the mutants, it's with the chemsprayer weapon. Whenever the weapon comes into contact with a building the game crashes.
I haven't made any changes to the chemsprayer weapon preset. Does anyone have any ideas?

Subject: Putting mutant classes into maps
Posted by [xptek_disabled](#) on Mon, 07 Jun 2004 18:57:30 GMT
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I think this was some type of bug in armor.ini

Subject: Putting mutant classes into maps
Posted by [bighairybear](#) on Mon, 07 Jun 2004 20:29:34 GMT
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armor.ini ?

Subject: Putting mutant classes into maps
Posted by [gibberish](#) on Mon, 07 Jun 2004 20:42:12 GMT
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bighairybear I found that the problem isn't with the mutants, it's with the chemsprayer weapon. Whenever the weapon comes into contact with a building the game crashes.
I haven't made any changes to the chemsprayer weapon preset. Does anyone have any ideas?

<WildGuess>

Are you sure the weapon is the exact same one that Nod uses.
For example I believe that there are at least 2 Mini-Gun's (One for Nod and one for GDI), I wonder if there is more than one chem sprayer.

Note: It might be there is only one mini-gun it just has properties that set which team its on, if this is the case check the properties of the chem sprayer.

</WildGuess>
