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Subject: C&C Mutation Released

Posted by [YSLMuffins](#) on Sat, 15 May 2004 04:03:31 GMT

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NeoSaberIf you drive out to a tiberium field with a harvester, and wait about 20 seconds, a spinning \$ should rise out of the harvester. Drive back to by the refinery dock and you'll instantly get credits based on the field you were in. 300 for green, 500 for mixed, 700 for blue.

If that's not working, make sure you have the most recent scripts.dll installed correctly. Without that the harvesting won't work.

I just love this map! What lucky server is going to host this map first? And those tiberium plants are so creepy, oh gosh! (Excellent job).

However, I don't think I'm harvesting correctly. I got the dollar sign part to work correctly, but when I drive back to the refinery my money doesn't appear to go up at all. I drove the harvester to where the AI harvester dumps off...should I have driven somewhere else?

Correction: It does go up. My mistake. It's just so subtle and fastthat I didn't notice it lol. Perhaps there should be a sound or something.

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