Subject: C&C Mutation 1.1 in the works
Posted by NeoSaber on Wed, 02 Jun 2004 06:22:24 GMT

I'm currently working on version 1.1 of Mutation, fixing bugs and stuff.

I had a request to make it compatible with Aircraftkiller's strings.tdb, so that's been the main focus of this version. It took 12 hours of nearly constant work but I think I've got that part done (I hope). Unfortunately this makes it incompatible with version 1.0.

I figure I might as well take a little advantage of this problem, and open the floor to other minor changes. Some people have suggested that the player controlled harvesters should be made to work for either refinery, that way stolen harvesters could be useful. Also, it has been suggested that I put the Recon Bike on the normal vehicles menu instead of keeping it as an extra. I'm looking for opinions on these ideas, and looking for other suggestions people may have.

I'm planning to have version 1.1 done by the weekend, so if anyone has suggestions, or knows of any bugs, speak now or forever hold your peace.