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Subject: How could a Construction Yard work on newer maps? (also an  
Posted by [Anonymous](#) on Tue, 09 Apr 2002 00:50:00 GMT

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all these ideas are great, and i don't want to sound pessemistic, but i just find it rather hard to implement them all. maybe if WW released an expansion, yeah, deamnd these be in that, but for somethings, it would require completely new code, and that's kinda hard. i guess if you're dedicated, you'll make it, and of course, i'll play it.

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