Posted by Anonymous on Fri, 24 Jan 2003 13:40:00 GMT
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Naval units are easy to do. Just have a hidden plane underneath the water to get the infantry to "swim". The water should be checked as vehicle only collision. Naval yard would take some scripting but is possible.Destroyable buildings are in the works (you can see such news at CnC Ammo) and by editing armor.ini you can change it so only some weapons work on some vehicles.