Subject: A solution for buildings in C&C mode Posted by Anonymous on Mon, 02 Dec 2002 18:39:00 GMT View Forum Message <> Reply to Message

to make a building actually blow up all you have to do is edit the buildings presets and attach a destruction cinematic to the building the problem is that the pt's and spawners might not dissappear and if they do if all the buildings go how do you respawn?

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