Subject: A solution for buildings in C&C mode
Posted by Anonymous on Sun, 10 Mar 2002 16:18:00 GMT
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No offense against any of your ideas, but I think that with the current community and such, implementing such a process would be counter-productive for the game. There are too many ways for n00bs to **** it up, or programmers to make it unfair, or make it too money-demanding that the game loses focus. Someone could try this in a mod, but I think the game should be left as the great FPS that it is.