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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Thu, 07 Mar 2002 22:34:00 GMT

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cool idea... though 3000 isn't that much... i'd say more around 4000 or even 5000i also think that servers should have typical setting of one hour per map... given that around 30min is when the battle really starts to favour one side over another... (if the game isn't ended in the first 10 min that is).. of course this is just a server sett'n.. blah, neway

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