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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Thu, 07 Mar 2002 19:56:00 GMT

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A lot of people want to be able to build buildings in C&C mode. Some people want a top down view and place as many buildings wherever they want. I see several probs with this idea:1. If limits of each building are made (ex: 1 barracks only) then if someone places the building in a bad place the team could be screwed.2. If there's no limit on buildings that can be built, bases will be impossible to destroy (3 obelisks)My solution is to have PRESET positions for buildings, and you use the Purchase Terminal to buy them. I'm not sure if it'd be preferred to start out with buildings or you have to build from ground up or not, but i beleive that you should start off with the buildings, and make building prices inflated, as to keep the style of play relatively the same.building prices would have to be VERY high, something like 3000 for a powerplant otherwise surgical destruction of a base would be impossible. To accomodate replacing buildings, destroyed buildings would have to collapse to rubble and dissapear.my 2 cents.

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