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Subject: Help: Pathfinding, Generate Sectors.

Posted by [WNxCABAL](#) on Thu, 08 Jul 2004 19:20:41 GMT

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Naamloos

I am afraid it won't show up, and can't be used for a real C&C mode map... it will blow up after it's destroyed.

Maybe if someone could make a good kill explosion for them... like the turret and SAM site... if you know what i mean.

Hmm, if the buildings blew up, wouldn't this be like classic C&C?

I mean, on every C&C game except for ren, when buildings blew up, they "disappeared". :yell:

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