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Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 05 Feb 2007 08:20:15 GMT

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naa, ceiling guns are easy to destroy. ill have a look into that.

a building is a part of the map with a building controller attached to it. this is why you cannot spawn a new one. you can't respawn the building controller because you cannot make the client think it is "alive" again.

a turret is a vehical. this is why you can spawn one.

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