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Subject: Re: Ending Game

Posted by [Altzan](#) on Thu, 16 Oct 2008 02:48:46 GMT

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The FDS idea is too much work for a LAN mod - but thanks for the suggestion.

As for the buildings thing, I do not like gmax but I'll use it to insert a building for the purpose of ending the level. I'll just make a few infinite soldier spawners near it and charge the players with the task of blowing the building.

Time to test my gmax skills

Thanks for the replies, everyone.

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