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Subject: Re: I have an idea, can it be done?  
Posted by [\\_SSnipe\\_](#) on Mon, 05 Jan 2009 04:30:06 GMT  
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theres a few servers like that

Only thing I can think of is delete sp building controller and put one gdi one somewhere on map hidden

and replace the sp nod hon controller for a mp one if it is destroyed gdi wins and for gdi maybe a script that tells it if this building or object so not kill in xx amount of minutes game ends and gdi wins?

imm pulling this out my ass so I might be wrong

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