
Subject: Re: Proper Construction Yard setups
Posted by [Altzan](#) on Mon, 12 Jan 2009 13:23:31 GMT
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Huh, that's weird. I played The C&C_GDIConYard one and aimed at MCT and nothing... bombed it and did little damage... Maybe it's the scripts

If the instructions are followed in the readme things should be fine, so I guess it's irrelevant.

I like the flying attributes and the simplicity of the design
