
Subject: Re: Building Structures, Engineers, More Teams, Allied Teams, Persistent Maps, PHP Stats

Posted by [Ethenal](#) on Thu, 12 Mar 2009 04:47:36 GMT

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f1ascroll wrote on Tue, 10 March 2009 15:04By the way, I got garrisonable buildings to work. Take a (copy of a) GDI APC, remove all the torque, acceleration, etc., and you've got yourself a garrisonable building! Yay! That looks like an APC! Boo!
Renegade already has a garrison system... it's called a door.
