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

Posted by [F1AScroll](#) on Mon, 16 Mar 2009 02:13:03 GMT

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Ethenal wrote on Thu, 12 March 2009 00:47f1ascroll 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.

You call having a door all by itself in the middle of a battlefield a garrisonable building system? Did you by any chance program the health kits in World War II Combat: Road to Berlin?

Anyway, I meant to say a garrisonable building system like in CnC3.

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