Subject: unteamed structures
Posted by crazfulla on Sun, 21 Jun 2009 12:17:44 GMT
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Trying to setup unteamed buildings that are destroyable, either civillian or mutant it doesn't matter, but whenever I add the building controllers and export to mix the game has a huge spaz and dies. Any idea why this may occur?

BTW this is ot server side ... I am making a map.