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Subject: Re: C&C Islands b2b fix  
Posted by [matty3k10](#) on Sun, 12 Jul 2009 17:01:00 GMT  
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Goztow wrote on Sun, 12 July 2009 10:36: What if I as GDI put timed c4 on the HON, get killed and the timed goes off when I respawned in my base?

The building would still take damage. All I basicly did was create a wall inbetween the bases that appears invisable to the clients. So when someone try's to do b2b the "wall" prevents the buildings from taking damage.

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