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Subject: Invinceable buildings

Posted by [Nightma12](#) on Tue, 21 Jul 2009 22:46:39 GMT

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Heya,

Is there a way to make buildings invinceable via objects and .idd files server side WITHOUT screwing up the FDS 'WIN' command? And while still having that buildings functionality? (eg HON to buy chars)

Ive tried setting the skin to blamo - but then that breaks the FDS win command as it cant destroy the buildings

And ive tried moved the buildings controller away fro mthe building but the buildings is still selectable

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