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Subject: Re: Coop 4.0: C&C Nod Invasion  
Posted by [Reaver11](#) on Sat, 28 May 2011 08:17:57 GMT  
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Nice concept for a defence map.  
What might be fun is a buildable concrete wall.

Like make one in Renx export it as an object and make it buildable just like your youtube movie.

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