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Subject: create a building

Posted by [robbyke](#) on Mon, 23 Apr 2012 15:36:56 GMT

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what does happen when i build a buildingcontroller trough scripting

ive notice that all structures for buildings are already present in a map.

so if i place a building controller near a model of a obi will that model become a obi or not?

id like to make a fully working agt/obi as buyable defence

id like to have a mct at least in it to make it somewhat decent

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