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Subject: Re: New tool I am working on, feedback wanted

Posted by [reborn](#) on Mon, 20 Aug 2012 08:38:21 GMT

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It sounds great, custom maps don't often have this feature, and I guess if they do, they're using the only method available to them, which you said isn't the best way to do it.

Does it work only for buildings, or would this open up possibilities for other objects, too?

That other tool you were working on would also be pretty neat:

<http://www.renegadeforums.com/index.php?t=msg&th=22644&start=0&rid=3> 415

Good job!

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