Posted by EvilWhiteDragon on Sun, 29 Jun 2014 08:57:20 GMT
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Xpert wrote on Sun, 29 June 2014 00:29EvilWhiteDragon wrote on Sat, 28 June 2014 11:45How do you illegally destroy a building?

Tunnel Beacon
Building Hopping
Ledge Beaconing on Glacier_Flying
Killing the AGT above the map on Under

Need I say more?

I'm against building revival in terms of game modes, but the idea of having building revival incase one of the above occurs - I don't see why this is such a big deal. Iran even made the patch already.
If you want the above, wouldn't it make more sense to fix/block these things rather than, as a workaround for when a mod is available, revive buildings?