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Subject: unteamed structures

Posted by [crazfulla](#) on Sun, 21 Jun 2009 12:17:44 GMT

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Trying to setup unteamed buildings that are destroyable, either civillian or mutant it doesn't matter, but whenever I add the building controllers and export to mix the game has a huge spaz and dies. Any idea why this may occur?

BTW this is ot server side ... I am making a map.

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Subject: Re: unteamed structures

Posted by [Sir Kane](#) on Sun, 21 Jun 2009 15:51:53 GMT

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There's no base controllers for anything other than GDI and Nod.

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Subject: Re: unteamed structures

Posted by [mr£Ä\\$Ä-z](#) on Sun, 21 Jun 2009 15:54:03 GMT

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Make your own Fake Controllers if you know some Basics of C++

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