

---

Subject: create a building

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

[View Forum Message](#) <> [Reply to Message](#)

---

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

---

---

Subject: Re: create a building

Posted by [Ethenal](#) on Mon, 23 Apr 2012 17:22:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You can create "fake" buildings, but I don't believe it is possible for them to have proper interiors (like PCTs or MCTs for that matter).

---