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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Tue, 03 Dec 2002 14:31:00 GMT

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actually, the buildings are implented to the map, you don't just add them like pushing a button. you can't just make them go away. the only thing that would make it work is to have a PT in con yard to remake buildings. using a script to renew the controller in the area the first one was.

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