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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Thu, 25 Jul 2002 21:34:00 GMT

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earl your idea is quality.i think you could combine your idea with the pool of money idea; where players can contribute (additional?) funds to the quick construction of a (previously destroyed?) building. currently; once a building is destroyed, the only way a counterattack can be made on a semi intelligent team is with sneak tatics (eg technicians). this makes the game routine. more elements of c&c (eg reconstruction) must be added to honour Renegades full title. so dont give us any renegade is already perfect stuff. for an fps - maybe- but not for a cnc

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