
Subject: Serverside Q's

Posted by [Sn1per74*](#) on Fri, 15 Jun 2007 14:20:36 GMT

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3 Questions:

1. How do I destroy a building on startup?
 2. How can I make an objective? Such as when you kill the barracks Nod wins, but if Nod doesn't destroy the barracks GDI wins.
 3. Make a vehicle using poke.
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