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Subject: new mod idea

Posted by [boma57](#) on Sat, 28 Jun 2003 18:59:34 GMT

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A lot of maps have had Repair Pads, Helipads, Silos, etc, but if you make the buildings the Single Player versions, it creates way too much trouble

Elevators lag too bad online, and the buildings are huge. It's really hard to make it to the MCT, and even harder to find a beacon.

The Tiberium would be cool though

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