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Subject: Rebuildable buildings

Posted by [Deafwasp](#) on Tue, 01 Jul 2003 07:31:35 GMT

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I would like to see some sort of mod or script that allows you to be able to go to a purchase terminal and buy a building, like lets say your refinery is destroyed... for 3000 credits you can buy a new one, effectivly repairing your destroyed refinery. Maybe make a new menu area where the equipment (repair and refit) purchase is. You can in that menu choose health&armour or ammo or a building repair.

or to make it work in most maps, maybe a zone is used. if building is destroyed and you have 3000 credits, enter this zone and the building is repaired. put the zone in front of the buildings MCT. Or if possible, make the MCT a interactive item (green enter arrows) you have the cash, go up and press the action button and the building is repaired and the cash deducted.

Of course buying/rebuilding (whatever you want to call it) would only be possible when your Con Yard is still alive. Which means you gotta put con yards in all maps or just the ones to use this feature then.

IMHO, this should have been in the game already... but whatever.

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