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Subject: Capturable Buildings

Posted by [bigwig992](#) on Fri, 04 Jul 2003 06:34:19 GMT

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Mmm. New game mode.

This may be a long shot, but do you think it could work for Vengeance.(RA2 mod for Renegade) with civilian buildings? After "killing" the mct with a c4, the building is captured and is put on a team. So could ( I'm thinking yes, through spawners) you capture the building, and have guns fire out the windows? AI to be precise. Just like garrison'ing a building in RA2, but having a bit of help from AI infantry/gun emplacements.

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