
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Wed, 03 Aug 2011 05:23:34 GMT

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I'm not using any two-floored structures. I would love to, since the GDI base would become an interesting labyrinth with the sewer access connecting to the bottom floor of the buildings. However, too many people complain about "lag" with elevators and I'm not willing to destroy the light mapping for the current buildings so I can put in stairs.

The Construction Yard will repair your buildings at a rate roughly that of an Engineer. It will make it a high-priority target, since it won't repair itself. You can access the GDI Construction Yard from the sewers and probably make it in the rear window entrance I added without being killed, but you'll hurt bad from the Guard Tower if it isn't taken out first.
