
Subject: How to activate mct when modding sp map
Posted by [piotrkol1](#) on Wed, 03 Aug 2005 00:46:55 GMT

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how do i activate a mct when im trying to eidt a sp map so whne destroyed the game will end due to building contruction
thanks

Subject: Re: How to activate mct when modding sp map
Posted by [Dave Mason](#) on Mon, 08 Aug 2005 11:33:22 GMT

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Quote:How do I activate a mct when im trying to eidt a single player map so whne destroyed the game will end due to building contruction
thanks

How do I edit a single player map so that when a certain building is destroyed the game will end due to building destruction?

I would also like to know Gods knows what about an mct of some sort.

Thanks in advance,

piotrkol1
