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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Tue, 12 Mar 2002 05:35:00 GMT

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Priest: Fear not, as my idea also addresses your fears. For one, with my idea, you can't just buy/replace a building instantly. You're basically healing it from NO HEALTH to FULL HEALTH. So depending on how many engineers you have on the job depends on how fast a building gets "reconstructed." Without proper planning, building restoration will be a daunting task, but rewarding in many aspects. Also remember that it costs credits to reconstruct a building. Teams that lose a building usually don't always have that many credits to spare, so building reconstruction is only an opinion, not a certainty. Also, don't forget that when reconstructing a building under my proposed plan that the building does not become functional AT ALL until it's health is at 100%. I hope that addresses some of your concerns. - Earls

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