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Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Fri, 08 Mar 2002 04:44:00 GMT

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Preset locations is not a good solution. Why? it mine as well be the same as it is now, except you'd have to build them. People gain money through the harvester. So does the "main Pool" the main pool is used when someone wants to build a building. buildings can be built anywhere... well almost, it'd be just like the original C&C and you can purchase computer controlled characters (with better AI of course) which you could order around (tell them to guard the base). If someone places a building in the wrong place, yes they should be screwed, but there will always be an option to sell it (with of course the admin, or it could take 5 votes to sell it, or the player who built it could sell it). Building limits would be set by the server.

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