Subject: Re: C&C_Last_Stand
Posted by Titan1x77 on Fri, 27 Jan 2006 02:10:11 GMT
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Naamloos wrote on Thu, 26 January 2006 07:09Aircraftkiller wrote on Thu, 26 January 2006 04:54My only complaint so far is this:

"Conyard also has a built-in Repair pad (12 health per second)(this remains operable until conyard is destroyed)"

That is one of the stupidest ideas you've ever put into the game. They were separate structures, keep them that way!

I'm going to agree with Aircraftkiller here, they should both be single structures, not both in one structure.

Yea.. I thought it would add more value to the  structure. Before, if the power goes out it rendered the Conyard completely useless. This way atleast it still functions as a Repair facility.

So I dont see it being to big of deal....next time I'll make them seperate though.