Subject: Re: repair station? Posted by danpaul88 on Sat, 25 Feb 2006 22:18:05 GMT View Forum Message <> Reply to Message

its not a texture, its a building...

import the repair pad into your map and use the building controllers for the repair pads, along with a repair zone (i think thats in objects -> simple, not sure. Wherever the tiberium zones are)

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