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Subject: Rebuildable buildings

Posted by [\[REHT\]Spirit](#) on Tue, 01 Jul 2003 13:17:04 GMT

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Building controllers aren't needed for refineries. You can use the credit trickle for the new type of refinery (the type from NH's post). Only thing then is spawning the harvester and making it run the path. However, that too is simple!

As the spawner can either be disabled/enabled by a script, OR you can place it "in the great beyond" where the harvester will spawn but get deleted from falling too far down below, then all you need to do is move the spawner when the refinery is made, and there! You easily have a refinery that works just as well.

Warfactories also do not need building controllers (just make "switches" or whatever that you blow up and the vehicle spawns). Only thing that needs a controller is a barracks (which might ALSO be un-needed if you dont mind people buying powerups instead of whole new characters!). Powerplants i think with the right scripting can be set so that it doesn't need controllers either.

Just takes a bit of creativity and you can do lots of things.

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