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Subject: Buildings Reconized by renegade

Posted by [Aircraftkiller](#) on Wed, 25 Feb 2004 06:47:21 GMT

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He's asking how the structures are recognized, as in "point at the building and it has a targeting bracket."

That involves placing the respective building controller in the preset list for the structure you want to use. It has to be on, or near, the structure in question for Renegade to realize what it is and apply damages/animations accordingly.

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