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Subject: 2 Questions

Posted by [Anonymous](#) on Wed, 05 Feb 2003 20:22:00 GMT

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1) Is it possible to make it so when a building is destroyed that the nuke/ion cannon beacons are no longer available.2) What kind of map do you people enjoy more TDM, or Assault?

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Subject: 2 Questions

Posted by [Anonymous](#) on Wed, 05 Feb 2003 20:24:00 GMT

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ohh, and a third,3) Is it possible to use the SP animation of the Heli dropping tanks as a vehicle delivery animation?

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Subject: 2 Questions

Posted by [Anonymous](#) on Thu, 06 Feb 2003 04:45:00 GMT

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1) not that I know of2) TDM3) yes

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Subject: 2 Questions

Posted by [Anonymous](#) on Thu, 06 Feb 2003 21:00:00 GMT

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Has a tutorial for CTF come out yet?

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Subject: 2 Questions

Posted by [Anonymous](#) on Fri, 07 Feb 2003 00:09:00 GMT

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1. no2. CTF3. yes

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Subject: 2 Questions

Posted by [Anonymous](#) on Fri, 07 Feb 2003 00:17:00 GMT

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CtF is the best

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