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Subject: Power units?

Posted by [cnc95fan](#) on Wed, 13 Aug 2008 15:13:32 GMT

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Would it be possible to have select buildings stop functioning when the PP has x amount of damage done to it, then make it work again when the power is returned to such a state that all buildings can function of the x% of power outputted by the Power Plant?

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Subject: Re: Power units?

Posted by [jnz](#) on Wed, 13 Aug 2008 15:56:54 GMT

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This is already possible on the current scripts.

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Subject: Re: Power units?

Posted by [trooprm02](#) on Wed, 13 Aug 2008 18:31:22 GMT

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dumb

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Subject: Re: Power units?

Posted by [mr£Ä\\$Ä-z](#) on Wed, 13 Aug 2008 19:13:34 GMT

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Stop turning Renegade Patch into a Modification

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Subject: Re: Power units?

Posted by [BlueThen](#) on Wed, 13 Aug 2008 20:02:09 GMT

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I don't mean to sound like a nerd, but technically... it is a modification.

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Subject: Re: Power units?

Posted by [trooprm02](#) on Thu, 14 Aug 2008 04:51:37 GMT

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wow..you nerd..

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Subject: Re: Power units?

Posted by [u6795](#) on Thu, 14 Aug 2008 05:29:07 GMT

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I misread this thread to be talking about having units that use power.

This idea is not as good as what I thought it was.

I wonder if what I said is possible though, AR would need it for Robot Tanks.

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