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Subject: Mods Sugestion

Posted by [zeratul2400](#) on Thu, 21 Aug 2003 14:58:45 GMT

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if you have a communication center and you destroy it this desable the Ion Cannon or the Nuclear Bomb

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Subject: Mods Sugestion

Posted by [Cpo64](#) on Thu, 21 Aug 2003 17:58:56 GMT

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I asked about this once, I was told it was coded into the game, and could not be changed

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Subject: Mods Sugestion

Posted by [Laser2150](#) on Thu, 21 Aug 2003 18:17:37 GMT

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yep

so far we know that cannot be changed.

I noticed in always.dat theres a sound for the adv communcations center (which you bought in C&C tiberian dawn[it made the ion cannon])

but it was never implented.

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Subject: Mods Sugestion

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 20:58:21 GMT

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Except on Mars.

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Subject: Mods Sugestion

Posted by [Wild1](#) on Thu, 21 Aug 2003 21:19:35 GMT

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So this works on Mars? Cool. Nod never had an ACC, except in the mission where you have to capture it. They always had the Temple of Nod, but whatever.

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Subject: Mods Sugestion

Posted by [Aircraftkiller](#) on Fri, 22 Aug 2003 01:58:45 GMT

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No, I meant there was a Communications Center\Advanced Communications Center with the associated EVA sounds. Nothing else, except for radar control.

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Subject: Mods Sugestion

Posted by [Wild1](#) on Fri, 22 Aug 2003 03:01:04 GMT

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Oh ok, my misunderstanding. Damn that would have been cool though.

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