This will be a small document with small descriptions of each static building. There will be no screenshots, just descriptions.

There are keypads on nearly all doors. I DO NOT REMEMBER CODE, so if you want to change it – use wire keypad.

1) Airfield

Generic airfield with long strip and 2 shelters

2) Big base

Big base with 2 players of walls. Do not forget to unfreeze doors. Seats inside base are used to access remote turrets, but they might be buggy and don’t work.

3) Big base\_1

Another big base with small hangar/airstrip on top. There is auto elevator system to the top – just press button in the middle.

Also, there is a blast shield that can be raised by the leveler. All blast shield props are parented to the mainprop above entrance. This prop is inside another prop on the 2nd floor of the base right above the entrance. Unfreeze it for blastshield to work.

4) Bigcity spawn base

Use “*Paste at original position*”. Also use *Precision – Apply – Only collide with players* on the door. It is not saved by AdvDupe2

5) Bunker

Uses Fortification Props Model Pack (<https://steamcommunity.com/sharedfiles/filedetails/?id=422672588>)

6) Capturable Avanpost

Uses Mobile Spawnpoint 2 (<https://steamcommunity.com/sharedfiles/filedetails/?id=110600736>)

7) Generic base

8) Generic Bunker

9)

…

15) For all “genesis somthing” use “*Paste at original position*” on map Genesis.

16) Gulag

Nothing to say

17) OMAFUCKINGGOD

Everything is parented to the small sphere in the middle. You cannot move on this thing, it’s just for visuals.

18) Port genesis

Look at 9

19) Tower

Small guard tower

**Remark for “Genesis Underground base 2”** –

Unfreeze every door. Also, apply “*Precision – Apply – Only collide with players*” on each door on the 2nd floor of this base