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Subject: Re: Using helipad logic in MIX maps  
Posted by [Whitedragon](#) on Tue, 05 Feb 2013 02:19:25 GMT  
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Yes, I can edit the script so that setting is no longer needed.

There's also another setting that prevents the menu from greying out when the vehicle factory is destroyed. Not sure offhand if that can be done server-side, but I'll look.

Quote:

I attempted MDB scripts, assigning building type "Helipad" and setting production building to "helipad", but none of them are working.

When using the ExpVehFac scripts the helipads and naval factories should be setup as generic buildings. The "Air Factory" and "Naval Factory" building types are for the logic added in 4.0 and shouldn't be mixed with these scripts.

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