Subject: CLOSED well not closed butdont need no more help on this Posted by cpjok on Sun, 23 Dec 2007 05:46:48 GMT

View Forum Message <> Reply to Message

ok i made map and i was testing it before i edit the map some more and

- 1. the airstrip dosent stopped building harvesters
- 2. silos wont work how do i get them to work they have the thing and the creds go up bit by bit but you carnt destroy the silo to stop the money like you ment to
- 3. the doomsday dosent move but you can get in it and shoot and that but it wont move how do i get that unstuck

ok this is a ss of the airstrip that wont stop building harvy's

File Attachments

1) ScreenShot42.png, downloaded 232 times

Page 1 of 3 ---- Generated from

Command and Conquer: Renegade Official Forums



Subject: Re: How Do I Fix a AirStrip ERROR On My Map and others Posted by cpjok on Sun, 23 Dec 2007 17:20:01 GMT

View Forum Message <> Reply to Message

anyone know how to fix the ERROR's then

Subject: Re: How Do I Fix a AirStrip ERROR On My Map and others Posted by Jerad2142 on Mon, 24 Dec 2007 05:03:34 GMT View Forum Message <> Reply to Message

Make sure that the mesh matches the silo's mesh.

As for the harvesters, thats a bit harder to figure out, my guess is that for some reason its not attaching the right script. Make sure that all the script zones are there for tib fields and stuff (and also make sure that you didn't build your silo preset off the refinery, that would pretty much tie this together I bet, ref call for harvester, harvester is built and dropped in. Then the silo calls for a harvester, it is brought in destroying the previous harvester therefore creating a loop. And beings the silo preset is looking for the ref mesh the silo won't take damage, its just a guess but it makes sense to me.).