
Subject: CLOSED well not closed butdont need no more help on this

Posted by [cpjok](#) on Sun, 23 Dec 2007 05:46:48 GMT

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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 326 times



Posted by [cpjok](#) on Sun, 23 Dec 2007 17:20:01 GMT

anyone know how to fix the ERROR's then

Posted by [Jerad2142](#) on Mon, 24 Dec 2007 05:03:34 GMT

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.).
