
Subject: Re: Using helipad logic in MIX maps
Posted by [Generalcamo](#) on Thu, 07 Feb 2013 01:04:49 GMT
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Whitedragon wrote on Mon, 04 February 2013 21:19: Yes,

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.

Yes, I knew that. I didn't use them together.

Apparently, your documentation refers to a map with this setup. I tested it however, and it doesn't work. It crashes on load.

The map the documentation refers to is here:
<http://black-cell.net/ExpVehFacExample.zip>

And I also used the cin files found here:
<http://black-cell.net/ExpVehFacCin.zip>

FYI, here are the arguments the documentation says needs to be activated:

[General]
NewUnpurchaseableLogic=true
VehicleBuildingDisable=true
