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Subject: Re: Naval Yard tutorial

Posted by [Mauler](#) on Sun, 02 Mar 2014 12:05:08 GMT

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ok after some further testing seems to me like the naval yard logic is not working.. i have the controller,SH script,naval yard purchase and all that but still makes the naval units via cargo plane...

EDIT #2:

So when i actually destroy the naval yard building the "naval" unit disappears.. so that is working just not the actual spawn system

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