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Subject: Nod weapons factory

Posted by [StoneRook](#) on Fri, 04 Apr 2003 19:34:40 GMT

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Triforce Making a Nod war factory is more simple than it looks. All you have you need to do is select the GDI War Fac controler, press temp or add, then go to modify and change the owner to Nod and add the new prefix of your building. Thats it . Changing the owner to Nod also changes what vehicles are produced. And don't worry that you don't see anything under dependices, I don't know why nothing shows up but it still works correctly ingame. Also, bmnwep won't work as a prefix, they must be 5 or less letters to export corectly. Enjoy!

Triforce

Thanks for the info - i didnt try to make it for Nod (the GDI) controller.

But - remember - if your making your own vehicles - you have to add them to the Dependencies.

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