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Subject: Another Couple Quick Questions...

Posted by [Burn](#) on Sat, 01 Jan 2005 05:16:32 GMT

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HAPPY New Year!! (I got lazy with the colors).

Just finished my second map. I have two quick questions for it, because I'd like this one to be perfect so I can release it to everyone here.

I'm having two problems:

1.) On the Nod Airstrip, that gigantic plane keeps coming down and making new tiberium harvesters even though it already made one and it's already harvesting. And, the GDI Weapons Factory won't make a harvester to begin with.

2.) The base defences (Obelisk, Adv. Guard Tower, GDI Guard Tower, and Turrets\_Improved) will not fire at enemies at all.

Anyone have any suggestions?

Happy New Year again, I hope this one is better!

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