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Subject: Re: Nod Harvy not working....

Posted by [IronWarrior](#) on Tue, 31 Jul 2007 23:55:46 GMT

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You have added the Building Controller for the Nod Ref right?

Is the carmaker for the Ref in the right spot?, you might need to move it abit forward, so about 30 of its body is out of the docking bay.

Do other vehicles that you buy, do they roll off the airstrip?

Have you added a Tiberium\_Field\_Nod script zone over the Tiberium field?

If you need to add sounds to the buildings for your map, I have made a .txt file that lists the standard building SFX sounds.

They are placed on daves arrow around the buildings.

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### File Attachments

1) [sfxsoundsarrows.txt](#), downloaded 95 times

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