

---

Subject: Naval Yard tutorial

Posted by [jonwil](#) on Thu, 27 Feb 2014 09:52:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This tutorial will show how to set up naval yards.

It assumes you have properly set up boats/subs/naval transports and the various blockers per <http://www.renegadeforums.com/index.php?t=msg&th=40639&start=0&>

It also assumes you have properly set up the sidebar per

<http://www.renegadeforums.com/index.php?t=msg&th=40588&start=0&>

Ok, so the first thing you will want to know about is the NavalFactoryVehicleLimit keyword in the per-map ini file. This works just like the AirFactoryVehicleLimit and VehicleFactoryVehicleLimit and sets the number of naval vehicles that can be built at once.

Next step is to add the naval units created earlier to the purchase definitions (like any other vehicle). Make sure you set the "factory building type" to "naval factory" when you add them.

Next step is to create spawn zone presets for the naval units. Create one script zone preset for each naval unit type you have. Set the zone type to "Naval Spawn" and the purchase preset to the vehicle preset for the naval vehicle.

Next up, place these zones in your level near your naval buildings. The center point of the zone is the center point where the naval vehicle will spawn so if the vehicle is a sub, this needs to be below the water surface, if its a surface ship it needs to be above the water surface. The size of the zone should match the size of the vehicle it spawns. If there is something in the zone it will not spawn the vehicle (and wont charge the player etc)

The final step is to create the building controllers. These need to be Naval Factory (under Building in LE). Set the building type to "Naval Factory". The timer value controls the amount of time before the naval vehicle spawns (i.e. its a construction delay so naval vehicles don't spawn instantly).

The Construction Zone settings need to be set to the zone presets you created above (the ones for each unit type). If you have less than 6 boat types for your naval factory, leave the extra ones blank (if you have more than 6 types of boat, tough, its limited to 6)

---