Subject: Re: Naval Yard tutorial
Posted by Mauler on Fri, 28 Feb 2014 15:37:24 GMT

Do you have to add naval unit to separate purchase entry? or do i have to add them to the vehicles tab?

Also are the blockers and special script collisions needed to make units work? We are trying to make an alternate ground vehicle factory with the naval yard... but the units do not show up in the sidebar..