
Subject: 5 stars for the one who can help me!
Posted by [Anonymous](#) on Fri, 25 Oct 2002 03:08:00 GMT
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I wanna make 2 different Weponfactorys. One for normal units, one for Flying Vehicels.if e.g teh one for flying is destroyed, there are no more flying Vehicles available.

Subject: 5 stars for the one who can help me!
Posted by [Anonymous](#) on Fri, 25 Oct 2002 04:09:00 GMT
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Making a seperate war factory for aircraft isnt possible, I am afraid

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Posted by [Anonymous](#) on Fri, 25 Oct 2002 11:24:00 GMT
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i agree.....unless they release new scripts that make it possible to make your own base buildings with different properties then we are going to be stuck with what we have.No way to split the production of vehicles into two seprate categorys without changing the purchace menus,base building properties,and other things i havent thought of yet.Eric.

Subject: 5 stars for the one who can help me!
Posted by [Anonymous](#) on Sat, 26 Oct 2002 00:52:00 GMT
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well on the same note as that question what the chance of making both lists into player classes instead of 1 vehiclle and 1 inf or a weapon spawner factory type thing?
