
Subject: Silos, rep pads, etc.

Posted by [xpontius](#) on Thu, 04 Sep 2003 01:19:04 GMT

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Im in the middle of a map I plan to use in the future and realized that the 5 default buildings are fine and dandy but I'd like to exploit the other buildings to their full advantage.

I got some nifty spots to put some extra buildings. I just need some help to know how to work them into the map.

The empty spots in middle are the target areas. Dont pay attention to surroundings, they are still in progress.

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Posted by [Deafwasp](#) on Thu, 04 Sep 2003 01:28:01 GMT

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Looks like they may be a tad too close, I mean from what I see it don't look like there is room for any more buildings. plus dont raise buildings so much like it looks your ref is. try to have them on the same level.

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Posted by [Oblivion165](#) on Thu, 04 Sep 2003 03:01:05 GMT

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Yeah i see no way that your ore truck is going to run correctly

Subject: Silos, rep pads, etc.

Posted by [Laser2150](#) on Thu, 04 Sep 2003 03:28:22 GMT

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yes hes right, your harvester won't be able to back up over that elevation.
and theres no space in that base.

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Posted by [xpontius](#) on Thu, 04 Sep 2003 15:59:59 GMT

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Trust me theres more space behind that wall then you can see...and the harv will work. Its a ramp that the harvs front tire will be on when it is unloading. As for the silo rep pads etc. ...any advice?

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Posted by [xpontius](#) on Thu, 04 Sep 2003 19:32:15 GMT

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Ive only found vague tutorial for the repair pad. Plenty of maps have these buildings, does anyone with a helpful attitude know what to do?
