
Subject: Sam Sites

Posted by [xpontius](#) on Fri, 24 Oct 2003 16:28:39 GMT

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I got sam sites in mind in the TS map ive noted on pits to be working on....but I dont know what scripts to give the sams. Ive put sam behavior, base defense, if those even do anything. So far all they do is turn around and look pretty. Any one got suggestions?

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Posted by [xpontius](#) on Fri, 24 Oct 2003 23:26:18 GMT

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Crud Ive got one more dillema as well....I have 2 silos and a ref. All the building controllers are set to have the appropriate money handling jobs. Problem is IM gettin 15+ harvs pumped out at each weapons factories. Eh hh :eh:

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Posted by [mike9292](#) on Sat, 25 Oct 2003 02:10:00 GMT

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i think u need to atach m00_base_defence or something like that

Subject: Sam Sites

Posted by [laeubi](#) on Sat, 25 Oct 2003 12:46:07 GMT

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M07_SAM_Site_Logic is the right choice.

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Posted by [xpontius](#) on Sun, 26 Oct 2003 00:10:56 GMT

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TY for help the sams work fine now

But instead of asking for help on a new thread im just gonna ask here...
IM GETTING 15+harvs!!!1!! Its screwing with my TS vehicle testing and i constantly have to nuke/ion the ref first i my tests. I have 2 silos 1 ref each. Problem stops when ref is destroyed so i assume it is the refs. They of course had to be temped for the silos. Its just that i dont understand why they are doing it.

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Posted by [laeubi](#) on Sun, 26 Oct 2003 08:00:48 GMT

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Hm...

funny

Have you checked that the harvesterObject for your Silos is set to <none> ?

Subject: Sam Sites

Posted by [xpontius](#) on Mon, 27 Oct 2003 15:51:19 GMT

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Actually theyve been fixed. For some reason it depends on how the construction zone is sized for some reason.
