Set AI_loc2 for Group <B4> to <10>and here .

Send to <<Player>> reinforcements of type < <Loc10-Truck(B8)-GteD-Loc9 > via flag <<C>> to Location <<9>> with delay <<00.00>>
Turn off This Trigger

Effectively - a truck will come from the stone works, stop at the Station and drop off the troops. Then go back to stone works.
The troops will advance on the town(Loc10)

Reality - a truck will come from the stone works, go to the station, bump into a player MkIV sherman and disappear in a puff of smoke before the crew have time to say "sh*t!! there's a Sher......."

If the AI_troops win the battle, and you need to collect your AI_troops with the truck and take them back to the stone works. Add this after your wining trigger;

ACTION
Set AI_loc1 for Group <B8> to <10> Collect troops from here
Set AI_loc2 for Group <B8> to <6> and drop them here
_____

Posted by Sp00ky on 05-22-2003 11:40 AM: UNIT LIMIT Continued.../.../...

Copy from another thread
<<Although the unit limit is not supposed to make the pc crash I'm having problems with finishing Stalingrad with SSNM.
I might have some more units than before (origianl SS2) but not many.....still the game crashes during the final russian assault (after Paulus got to the factory region). I through all my Pz IV in the fight wasting them and the game didn't crash.....

strange....

I thought unit limit made the game crash. But in von Erics test the reinforcements clearly stopped coming out when the limit was reached. Very strange indeed.

I would like to know why in some instances it does but i cant see a way of testing this????.
Go back to just b4 paulus goes to the fist and mine the railway lines comming in from the North because the train is what takes it over the limit (removed in latest version.
Thats another thing the train is supposed to be 1 unit but it must come out at the trains+crew......about 100>>

Anybody have any ideas why this happens, or how we can test this????
It's a very important issue for mission makers
_____

Posted by Mallorquin on 05-23-2003 12:36 AM:

Well spooky, so far in my pc, what happens is that I lose control of some of my units, they freeze, lucky me it affects units on rear areas, and not the frontlines, but it has the side effect that if I need to reinforce, I cannot order them to the frontlines, sometimes it happens when the sneaky sniper does the rear attack on the artillery piece, and I lose both snipers, the LT, the gun crew, and the supply truck crew, thats when I am trying to hold red square.
But so far, it doesnt affect that bad the gameplay, as the number of losses is quite high, even thru careful husbanding of wounded and affected field units.

I'll keep a lookout for anything useful on the matter.

Ruben

Posted by Las on 05-23-2003 02:00 AM:

von Erik: "... I personally have test played just one of my maps at least 20 to 30 times, possibly even more, fixing little problems i didnt notice ..."

One simply has to test over and over again.

Look forward to study this thread at autumn when winter cold comes creeping into me.

SHOULDN'T THIS BE A STICKY?!

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