

Fallout 4 power up radio transmitter

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Power radio transmitter in Fallout 4. The Power Radio Transmitter is the target of the quest in the Mission Taking Independence in Fallout 4. Content 1 quest 2 Location 3 Step-by-step Guide 4 Taking Independence quest quest edit Taking Independence Location edit Castle Step-by-Step Guide to accomplish this purpose, you will need to use the castle in the Workbench. It takes 10 power to run the radio transmitter. This can be done with 1 large generator, 2 medium generators or 4 small generators/windmill generators. If you don't immediately have materials, quickly go to nearby markets with the necessary components labeled. Visit suppliers and pick up the necessary materials in the form of junk or delivery. Simply connect the generators to the central tower to complete this goal. Taking the Independence quest to edit I'm on Taking Independence Mission with Minutemen and now I need to power a radio transmitter. I've already built a generator, but it doesn't seem to be enough, I need to plug it in somehow. How exactly do I connect the generator to the transmitter? The various elements of electricity I can build in the workshop are not really explained. Mon Jan 11, 2016 8:41am In Independence, I'm stuck where I need a power radio transmitter. I know I have to place a generator, but I have no idea how to connect it... Help? Xbox One... Esther Fernandez Posts: 3415Joined: St. September 27, 2006 11:52am Mon Jan 11, 2016 3:43am You ever connected a generator to anything? If so, it's the same thing. If you don't put the generator on the ground. If you are on a PC just stand in front and hit the space bar. The wire will come out of the generator. Once again, moving the wire to the transmitter and space. Edit: Be in seminar mode to do this. Place the generator, hit the space to drag the wire to what you want to connect to and hit the space again. Jesse Ray Brouillette Posts: 3469Joined: Mon Dec 11, 2006 9:50am » Mon Jan 11, 2016 4:52am You know how to connect power sources with a wire, right? If not, this is explained in the help section. Once you build enough power (one big generator, or two medium-sized generators wired together will do the trick), be sure to wire it into the radio itself. There's a connector thing on the building around the beacon, and many people mistakenly wire their generators to this instead. Dorian Cozens Posts: 3398Joined: Sat May 26, 2007 9:47am Mon Jan 11, 2016 5:28am yes, the fact is, I can't figure out how to wire them together. I put the generator, but as in F does the wiring it works?? Lol A Dardzz Posts: 3370Joined: Sat January 27, 2007 6:26pm Sun January 10, 2016 11:07pm MMkay to start you need one copper for each wire, but it's probably not a big deal. If you highlight the generator or channel on the transmitter, the list of button hints at the bottom will show a button to

attach the wire. On the PC it's a space bar. Anyway, press this button, look at the object you want to connect, and hit the hit again to connect them. If the objects are too far apart (the wire only goes so far) or there is something between objects (wires can't pass through walls or other objects, although if you're smart, you can put the wire through any gaps in the walls), the wire will be highlighted in red and you can't place it. Jordan Fletcher Posts: 3355Joined: T 16 October 2007 5:27 a.m. Return to Fallout 4 Fallout 4 ggt; The topic of details can't power the radio in the castle I have enough generators, but no matter what I'm trying I can't get the power on the radio for the minuters in the castle. Did anyone else get into this? Nothing's broken. I kept it all and put it out again. Power works for lights and guns, but no transmitter. Note: This is only to be used to report spam, advertising and problematic (harassment, wrestling, or rude) messages. This discussion page is only to discuss improvements on the Independence Adoption page. This is not the place for general discussion or sharing stories on the topic of this article. Please use our forum for this purpose. Please sign and date your posts by typing four tildes (me) after each of your entries. Place the new text under the old text. Click here to start a new theme. Don't edit other people's records. I'm stuck with Preston arguing that we need to focus on fixing the radio (or something in that direction) and in order to fix it, I had to pick it in a console and type resurrect. Then he refreshed, got up and continued the search. Leads to The Return of the Favored Edit is probably inaccurate - I got that quest just by visiting the farm and talking to the quest giver before the castle is ever mentioned. I do not believe that this quest is a prerequisite. 14.201.141.21 07:43, December 4, 2015 (UTC) Minutemen being hostile after defeating queen Edith I had the same situation that the minuters became hostile after the victory over the queen. But I realized that it was caused by me doing their damage with a mine and/or grenades. So yes, I can check it out, but it only happens when a player damages them with friendly fire. But being new to this I don't know if I can edit this. Yes, you can edit pages if the page has not been blocked due to excessive unwarranted editing or vandalism. You'll know right away if that's the case. It is highly recommended to read the guidelines on page styles, policies, etc. (sorry, I have no link, but it is widely published throughout Wiki). Also, if your edits are returned, don't get angry! The pages are controlled by very dedicated volunteers who have their own rules that they have to follow. If you don't agree with the editing return, take the discussion to the discussion page. I found everything here to be quite explain why my edits may not have been left or in some cases a compromise found (and rarely am I right, so it's added back to - humor is meant). Its also a good idea to sign your conversation page entries with 4 tildes (Shift - key just to the left of the number 1) as I did here, so the date and time time (Philbert) 72.128.208.82 01:37, December 21, 2015 (UTC) Detailed section of the step-by-step guide a little overdoes in its warnings? Edit repeated warnings in the Detailed Passage section seems a bit, a bit, a lot. I get that this quest is usually done at low levels, and that yes, Mireluk queens are tough, but the severity of the warnings seems specific to the author's personal experience with the quest. Do we really need allcaps, italics, and a few copies... Highly recommended... I don't want to be rude, but the tone of the step-by-step guide seems bloated to me. The real difficulty comes if players insist to complete this quest at the beginning of the game. This quest wasn't a priority for me, so I got to it at 40, and the queen was a trivial task even in survival mode - without power armor, heavy weapons, southwesterly rupture, the use of chemistry, cheats, or the god of mods. Like everything else, the difficulty decreases with readiness, and players who want to do a quest early in the game will need extra help. For a well-developed character, no, it's not particularly difficult. Protect Tenpines Bluff, and it's edited I got this quest by doing one of the sub-quests. In fact, a quest called Defend Tenpines Bluff began, and this prompted a conversation with Preston Garvey. When I did, this quest started. I've only created three settlements. When I started the discussion with Preston, the survivor told Preston that he wished he could defend Tenpins Bluff from the Raiders. So it's likely the quest can be obtained after completing/failing X Settlement Protection quests. No mistakes, even clearing the lock before the Editing quest I cleared the castle before getting the quest from Preston and I had the opportunity to tell him ALREADY DONE and he was impressed and asked to meet him at the castle when I quickly traveled the castle he was waiting for there and my only task was to build a couple of generators and turn on Minutemen Radio. After that, the search is completed. Joose Paskahousu (speak) 15:14, December 28, 2015 (UTC) Possible BugEdit I don't know if anyone else has it, but when I did the quest, 2 of the 3 minutemen who assist in the search for the dead (I accidentally killed them when I hit the queen with some mini-nuclear weapons). But their bodies are still there and have not disappeared, and it's been a long time since I did the search. Nick3258 (speak) 04:05, December 29, 2015 (UTC) yes, what happened to me too. I have a few bodies lying around that have been there since I did the quest 100 hours ago. Probably just a gaffe in the code did not expect that they will die during the quest. I expect either an official patch, or at least an unofficial patch (once the hex is released) to fix it. --Xernoc (speak) 04:30, December 29, 2015 (UTC) No more than one generator Edit I finished the quest, thought I all the egg clusters, and Preston told me to check the radio transmitter. I decided to create two medium generators, but the workshop doesn't allow me to build a second one (as if I didn't have ingredients), although I have more than enough resources for two. The same problem has been found to be present for small generators. If you are trying to build a generator of the type that already exists, then it is not possible to highlight any objects despite the generator not appearing. Once you don't have the resources to create a generator, you can choose an object. The reboot before the swamp queen was killed didn't fix the problem, didn't leave the game, and restart it. A quick trip to another place (such as a sanctuary) and back doesn't fix the problem, and no problem trail along with the sanctuary. At the time, the only workaround I could come up with was either build a nuclear generator, a combination of medium, small and windmill, or use the console to build a generator (player.placeatme 0058837). The generator I created wasn't an animation to be on though, and activating it didn't cause those. This is not to correct the error, but simply offered a workaround to continue the search. The true solution to this error is to fully explore the castle, which is not obvious, seeing as Preston instructs you to power the radio transmitter while everyone else has to clear the place. By killing the legendary Mireluk and collecting/destroying all the eggs and/or cubs of the world, I was able to build two medium generators in a room with a pylon in it. The problem is solved. Preston desert battle Edit It is also possible under certain conditions (Unknown exact trigger, perhaps, if the queen of Mireluk leaves the battle temporarily?), so THE Preston's AI to retreat (, forcing him to return to the sanctuary until the battle is completed, and then walk all the way back to the castle again for parsing. --Rujinzero (conversation) 20:21, January 24, 2016 (UTC) Check on one of the bugs (Marker talk to minutemen in yard time away and fixed fast travel) find in this video: around 26:50 to 30:40 Attack Alternatives Edit Walkthrough just says to choose the one you want, but is there any empirical evidence that one is better than the other or is it really all like what you like to get off? DngnRdr (speak) 19:47, June 8, 2016 (UTC) Can not power radio Edit I have 2 medium generators, and tied the wire from one generator to another, then to link the thing on a wooden frame over the radio transmitter, so that the light over the table with orange radio comes, but the radio will not activate. When I try to attach the wire to the communication thing that is directly on the radio, right next to the quest marker, the wire snaps to it, but will not allow me to attach (when I'm on the attachment button, nothing happens). If I hire a cancellation button, the wire will remain attached, but there is still no power for the radio. I've done this quest before. no problem, but I can't remember exactly where I attached the wires. Could this be another mistake? I'm on xbox, for help. Obax42 (conversation) 03:32, October 2, 2016 (UTC) (UTC) fallout 4 power up radio transmitter castle. fallout 4 power up radio transmitter fort. fallout 4 taking independence power up the radio transmitter bug. fallout 4 old guns power up radio transmitter

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