

New vegas ed- e my love



I'm not robot



Continue

Fri May 27, 2011 1:52 pm When I installed ED-E in Primm he gave me a quest ED-E My Love, and set a marker card for Gibson ScrapYard. Now that I go to the landfill and try to talk to old Lady Gibson it doesn't give any new dialouge options so I'm kind of stuck without anyway to advance the search. Does anyone know what's going on? Darrell Fawcett Posts: 3336Joined: T 22 May 2007 12:16am Fri May 27, 2011 11:23am When I installed ED-E in Primm he gave me a quest ED-E My Love, and set a marker card for Gibson ScrapYard. Now that I go to the landfill and try to talk to old Lady Gibson it doesn't give any new dialouge options so I'm kind of stuck without anyway to advance the search. Does anyone know what's going on? Ed-E was supposed to start talking when you came to The Junction. Give you some information about the military base. That's all I know, my way is gone, but I guess you need to find a base where his dialogue told you to go. If you choose to talk to Ed-E, you can run a magazine or something like that. I was also doing a quest, Come Fly with me that sent me to Junkyard, and he started talking after I got what I needed from an old lady. Emily Shackleton Posts: 3535Joined: Sun February 11, 2007 12:36am Fri May 27, 2011 2:45am It happened to me, but because I've already gone through the dialogue options of Old Lady Gibson before picking up ED-E. Obviously, the dialogue triggers the ED-E response. Fallout Wiki reports this as a known error. ShOrty Posts: 3392Joined: Sun Jul 02, 2006 8:15pm Fri May 27, 2011 8:43am There is no error with ED-E My love quest:shocking:. In order for ED-E to unlock the audio file, there are 3 ways to start a quest: the first option is simply to continue your adventure, listen to the words, Navarro, Enclave, Poseidon, Air Force Base, Eden, Helios, and Archimedes in Conversation. The second option for me is The Gannon Arcade and many of these words in version 1 will be heard. The third is to talk to old Lady Gibson at Gibson Scrapyard about Helios One and listen to the recording of ED-E reveals now most of you are having problems here that I did, I spoke to her while on the look, Come Fly with me, and went through all her dialogue before I went back and went ED-E. Now that I'm back, I couldn't talk about everything I needed. Now, even if you talk to her before you get an ED-E, it still counts... because im about type is part of Option 3, which starts with a conversation with her to start with..... WAIT or SPEND (just wait where it's safe : snoring: 9!!!!!! days in the game (add a day to be safe)After nine days head ToEriLos One and talk to Ignacio about ARCHIMEDES, then listen to the recording of ED-E unlocks (it should be a record of the Enclave: or SPEND another 2 days in the game.....: Cookie: Talk to ED-E about listening to Knight Lorenzo's Message and continue with your yours Tips for people without guidance, go buy it :mohawk: ..... Fallout Wikia won't always be right. :Fiddle: :Fallout: tiffany Royal Posts: 3340Joined: Mon Dec 25, 2006 1:48pm Return to Fallout: New Vegas in Assignment, Jobs (Fallout: New Vegas), Jobs (Primm) Primm (Nash Residence) Nash, Lorenzo, April Martimer ED-E My Love - Companion of the Fallout. Once you've released Primm, you'll be able to talk about a broken robot with Johnson Nash at Nash's mansion. The task is activated. However, instead of referring to the robot for scrap, it is better to try to fix it. There are two ways to do this. First, use the skills. You must demonstrate high knowledge of repair (65) or science (55). Second, the use of spare parts. You will need three pieces of scrap metal, two sensors and one electronic crowbar. If you don't have parts and your skills are too low, try buying some magazines from Nash. He's got a few. If you have ED-E on your team, you can activate encoded records from time to time. It seems that they are activated randomly and there is no established scheme. The first one turned to me while talking to Old Lady Gibson at the Gibson dump. The second time ED-E performed during an interview with Michael Angelo, in his studio on the Strip. Here's a list of other people who may start playing the message: Anyway, a few days after listening to the second message, ED-E'go contacted me Knight of the Brotherhood of Steel Lorenzo. He gave the coordinates of the location of one of the patrols of the Brotherhood and asked to meet with them - the Brotherhood is interested in the robot. You need to go to REPCONN headquarters. To move freely on the first floor, break into the terminal and enter your personal data into the database. You can do the same on the second floor. It's worse on the third - just try to kill portable face scanners before they reach you. On the top floor you need to find dead members of the Brotherhood of Steel. In the body of one of them you will find a holotas, thanks to which you will discover the location of the Hidden Valley - the outpost of the Brotherhood on these pages. Go there with ED-E. When you appear in Hidden Valley with a robot, April Martimer, a member of the Apocalypse of Fort Mormon Students, will perform. Now you have a choice - updating the Robot Brotherhood will give it better armor, and students guarantee better weapons. Whatever you choose, it doesn't affect the relationship with both factions. Leave ED-E to change. During this time you will lose it as a companion. It will take about 3-4 days. Be sure to take all your equipment from it in advance because you won't get it back. A few days later, the challenge Nakazuyak Si Odabrach ed-E d Primm. German English Espa'ol Portugu's Ukrainian Tre'ci spo'eczno'ci sa dost'pne na podstawie licencji CC-BY-SA, o ile nie zaznaczono inaczej. Fallout: New Vegas side quest If I had my way I'd dump it at the scrap yard in Novak and do with the damn thing. - Johnson Nash ED-E My Love is a companion quest in Fallout: New Vegas. The contents of the show OverviewEdit Robot ED-E lies deactivated and needs repair in Primm. It is a prototype of the duraframe eye robot, containing research data and voice recordings from Wheatley, an Enclave researcher. The damage caused by ED-E over time makes it difficult to access the data. Voice recordings, however, can be unlocked with certain keywords spoken by various residents of the Mojave Wasteland when the Courier spoke to them. Access to these audio logs brings ED-E to the attention of the Brotherhood of Steel and the Followers of the Apocalypse, who both want to explore the robot further. The selection of the group will determine the ED-E update as compensation for the research data it carries. There are other updates for ED-E that can be found in the Fallout New Vegas add-on, Lonesome Road. A quick step-by-step guide to the Edit Side quest: Ed-E My Love Find and Explore ED-E at Nash's Residence in Primm. Talk to Johnson Nash and mention the robot sitting in his store. Repair ED-E with any: Repair skill 65, or science skill 55 and subsequent reduction of repair skill 35.1 scrap electronics, 3 scrap metal, and 2 sensor modules. Take ED-E as a companion. Trigger ED-E is the first audio log by setting a certain trigger. (See below) Allow five game days to go through. Start the second audio log by setting a different trigger than the first trigger. (See below) Allow two game days to go through. A member of the Brotherhood of Steel named Senior Knight Lorenzo will contact the Courier via ED-E. Later they will also be contacted by one of the followers of the Apocalypse named April Martimer. Give ED-E to Lorenzo's senior knight in the Hidden Valley bunker. Give ED-E April Martimer at the Old Mormon Fort. Reward: ED-E gets an increase in defensive armor. Reward: ED-E gets an increase in offensive damage. Any choice of ED-E will be temporarily removed as a companion. After three game days, the updated ED-E will return to Primm. Talk to ED-E to complete the quest. Reward: ED-E is updated to either improve the offense or improve the defense. A detailed step-by-step guide to ED-EEdit's search and repair there will be a broken robot found on the counter at Nash's residence in Primm. This building is on the corner opposite the Vikki and Vance Casino and the Bison Steve Hotel; it will be on the right when crossing the bridge to Primm from the nearby NCR camp. Nash's residence is also known as the local Mojave Express office, according to the big sign on the roof. Talk to Johnson Nash, the shop owner, and mention the robot sitting on the counter. He will show that he doesn't know much about it, and will hand-offer to take him to a landfill near Novak. Nash will be inside Vikki and Vance Casino when he first met as the city is awash with convicts. Once the Courier brings stability to the city, Nash will be found in his shop, sitting behind the counter. Studying a broken robot will show that it can be fixed with appropriate skills, or elements: After an ED-E repair, include its companion protocol. The playback event causes Edit there are two pre-recorded messages in ED-E regarding the data it carries. There is a 5-day waiting period after the first message is triggered before the second message can be triggered. The triggers for these messages are specific words or phrases found in the dialogue of different characters, usually occurring while talking to someone who was once in (or talking about) the Enclave, or someone who is talking about technology. Many individuals on the following lists can talk to call or audio log 1 or 2. However, once they have called the first message, the same person cannot talk the second. The message also doesn't work if the quest has been completed for that person. Audio magazine 1Edit To call the first message, talk to any of the following: Old Lady Gibson at the Gibson Court scrap. (If her conversation options have already passed before starting this quest, talking to her will no longer trigger this message.) NCR soldiers in HELIOS One outside the front door. Dr. Henry, found in a house in Jacobstown. Talk about his experience with the Enclave. If the search for a companion for Auld Lang Syne were completed, Doc Henry would no longer be present at Jacobstown Lodge. Instead, Calamity will then launch an audio log. Ignacio Rivas in HELIOS One. Let's talk about Archimedes and the Brotherhood of Steel. Knight Torres, a quartermaster of the Brotherhood of Steel's weapons arsenal in Hidden Valley. Watkins' apprentice. Let's talk about HELIOS One. Thomas Hildern, OSI director at McCarran Camp. Much of the dialogue includes a quest there's worth the grass. Colonel Moore. Talk about the first assignment for the quest, For the Republic, Part 2. Michael Angelo in his studio on the Strip. Talk about his lack of inspiration, and choose medicine-testing skills. Otherwise it will still be considered the trigger of the word. Mr. House. Let's talk about the Brotherhood of Steel. Mays, found in the Forlorn Hope camp. Talk to him about the quest, the Restoration of Hope. A brotherhood of steel paladins in a Hidden Valley bunker. One of their small conversations dialogues will cause him. When the message is triggered, the Courier will be drawn to the ED-E person and the audio file will start playing: Theme E: Full. Start recording. My name is Wheatley...- ED-E. Audio Magazine 1.After this post (Audio Magazine 1) has been launched, the quest will be added to the quest log, but Audio Magazine 2 (see below) cannot be immediately triggered. ED-E will not respond to any further keywords until there are at least five gaming days gone by. Audio magazine 2Edit After going through at least five days in the game, do any of the following: Listen to the Brotherhood of Scribe (located in a classroom inside the Brotherhood bunker in Hidden Valley) teaching your class. Talk to Michael Angelo about his inspirations that will not only trigger Audio Magazine 2, but also begin the quest Classic Inspiration. (If someone has completed the search for Michael Angelo, this version of the dialogue will no longer be available.) Talk to Veronica Santangelo during the quest I could make you care, and again after accessing Elijah's father's terminal. Interact with members of the Brotherhood of Steel in hidden valley (knight, repairing towers, worked at least once). When trying to win the trust of the Brotherhood of Steel (without Veronica's help), the key word is spoken after getting rid of the NCR ranger in the Hidden Valley. If enough trust has been gained with the Brotherhood, the scribe thanks and points to the footman containing energy weapons ammunition. Talking to the scribe will again trigger the keyword. Talk to the Watkins pupil about both her parents and her decision, and ask her about all the computers. Talk to Dr. Hildern and Dr. Williams, starting a quest There Stands Grass, and return to Hildern after Williams told The Courier about the dangers of Vault 22 to call a key word. Talk to Ignacio Rivas on HELIOS One during the quest that luckys the Old Sun. Some of the characters that can trigger Audio Log 1 can trigger a second audio log, until they are called first. As in the first download message, the Courier will be addressed to the ED-E face, and the second audio file will begin to play: Download full. Start recording. Navarro outpost scientists ... - ED-E. Audio magazine 2 Talk to senior knight Lorenzo in The Hidden Valley. Talk to quartermaster Mays at Camp Forlorn Hope about getting NCR dogtags. Talk to one of the guards in the room with Elder McNamara in hidden valley. Other possible keywords have been reported as Enclave, Navarro, Poseidon, HELIOS, Air Force Base, Eden and ARCHIMEDES. A way to include another companion to help in this quest to make Gannon's arcade present as his personal quest is undertaken will lead to many of the keywords being said. If the search for a companion for Auld Lang Syne were completed, Doc Henry would no longer be present at Jacobstown Lodge. Instead, Calamity will then launch an audio log. Using the wait feature will also speed up ED-E speech events. Use the standby feature in a step of 1 in Old Lady Gibson's house and after that, anywhere else. You can get both journals 1 and 2 from Dr. Henry in Jacobstown. You can get both magazines 1 and 2 from talking to members of the Brotherhood of Steel. The Brotherhood and followers can contact him without receiving both logs. You can get both magazines from a conversation with Michael Angelo on the strip. You can get both logs from talking to NCR soldiers outside heLIOS One. After both magazines were launched, after about 2 game days the Brotherhood of Steel will express its interest in ED-E. Senior Knight Lorenzo will speak via ED-E in the radio broadcast: Uh ... Hello. Hello. Are you there? ... (The message continues, and ends with a Spanish voice-over as a placeholder for Lorenzo) He continues to say that he would like to study ED-E and ask him to be taken on patrol near the headquarters of REPCONN if one was already there and restore the holotape in which case he would ask them to come to the Hidden Valley. Once there, go to the third floor, where there is a dead member of the Scout Party of the Brotherhood. Golotape note will be near, or in the inventory of the corpse. As Lorenzo says, his transfer will be interrupted by April Martimer's followers of the Apocalypse, asking that ED-E be brought to them instead. From here, choose which faction will upgrade the ED-E. The SteelEdit Fraternity After the holotape has been purchased, the Courier will be asked to go to the Hidden Valley where their bunker is located. To gain entry to the bunker, the elder Paladin Ramos, the head of security, will deprive the Courier of all their belongings and will carefully accompany them to meet with Elder McNamara. The senior will require confidence, and will fit the Courier with an explosive collar to prevent problems while performing a task for him. In order to trust the Brotherhood, Ranger Dobson will have to take care. He is an NCR ranger who poses a threat to the Brotherhood's secrecy by patrolling their bunker nearby. Getting rid of it by any means necessary will gain the trust of the elder and remove the explosive collar. With free access to the bunker, you can talk to the senior knight Lorenzo, who will be located on the second lower floor of the bunker. In addition, the above tasks do not need to be done if access to the bunker has already been obtained before this quest, or if Veronica is a companion. If the bunker already had access, there would just be a clue to meet the elder knight Lorenzo. If Veronica accompanies the Courier, they will not have to earn trust, as she is responsible for her actions. The ED-E upgrade by BrotherhoodEdit Lorenzo upgrades the ED-E armor to compensate for data related to Poseidon Energy research. This will give ED-E bonus from basic 8 DT to 20 DT (Damage Threshold No.12) and repaired metal surface, clean from its stickers and car license plates. In three or four days, ED-E will be back in Primm. Followers of the ApocalypseEEel April Martimer - a scientist for the followers of the Apocalypse. She sees potential in ED-E because its data can serve a greater good in the future if studied. It will be found in the future. This will give ED-E an additional laser zapper (No. 5 DAM, No. 5 shots/sec, No. 169 DPS, -0.01 Min spread, 0.5% critical chance and 5 critical damage). The ED-E will keep its usual laser, but will use its new blaster at short and medium range. Bolts are like an alien blaster, and its armor will be cleared of its sticker and license plate. In three or four days, ED-E will be back in Primm. Additional notesDite No option does not affect the reputation of the Brotherhood of Steel or followers of the Apocalypse, so the choice is purely between which the update is more attractive. Only in April can you make contact if the Old Mormon Fort was visited prior to the acquisition of the holotap at REPCONN headquarters. If Lorenzo has already been killed as a result of the quest Mr. House House always wins (part V), waiting two days after talking with Ignacio Rivas and talking with ED-E will call April Martimer to make contact without having to go to the headquarters of REPCONN. Please note that April Martimer will not be in contact until the Hidden Valley is discovered. If the holotape note was obtained earlier by examining repconn headquarters, April will not make contact until the gate in the fence that surrounds the Hidden Valley is open or, at the entrance through a gap in the fence until the Brotherhood connection is introduced. ConclusionEdit After three game days have passed, the quest advances and a message will appear saying that ED-E has returned to the Mojave Express building in Primm. Once the building is entered, the quest will be completed. However, to recruit them will still have to talk to ED-E. Bring ED-E to Gibson's Yard at Novac.5 ED-E, it appears some of the data the Enclave magazine kept that is caused by some keywords.7 Followers of the Apocalypse would like to see ED-E to access the logs he kept.10 Find a patrol knight Lorenzo told you about having the Brotherhood began to examine the ED-E.12 Patrol Lorenzo mentioned dead, perhaps there is something on one of the corpses that may be useful.13 There was a password on one of the Brotherhood Perhaps this could be used to bring ED-E Lorenzo.15 Talk to Knight Lorenzo in Hidden Valley about ED-E.20 Lorenzo would like to study the data on ED-E. He proposed upgrading the ED-E armor while he was working on it25 Lorenzo is studying ED-E and updating his armor. It should be ready within a few days.April 30 Martimer with followers would like to access the data ED-E. It promises to upgrade its weapons while working on it.35 April ED-E and will work with it for days to access data and upgrade its weapons.60ED-E updates completed. NotesEdit Talking to Ignacio Rivas on ARCHIMEDES can activate both logs in the same passage (though not simultaneously). This can be done even after completing that Lucky Old Sun. If the second log is not activated after waiting nine days, try waiting another 24 hours. If everyone in the Hidden Valley bunker is killed, April Martimer will

automatically turn on the contact in two game days. The game days listed above do not always work the way they are implied to be when using the wait feature. However, not receiving a message after waiting does not mean that the quest is a failure or a failure. If he is asked to speak to Lorenzo's senior knight for the Still in the Dark quest while he upgrades ED-E, he will not be present until the ED-E updates are completed. In the meantime, the quest arrow will indicate Lorenzo's location is usually in. Any items in the ED-E inventory will disappear when it is updated (unless any add-on content has been installed, or playing Ultimate Edition). Behind the scenes, the title of the quest is a reference to the 1956 song Eddie My Love the Teen. BugsEdit Playstation 3 Xbox 3 360 Sometimes, if the ED-E laser is updated in one save, ED-E can spawn with an updated laser in the new save. This allows ED-E to upgrade its armor while having a laser upgrade. (checked) PC Playstation 3 Xbox 360 If the courier talks to Old Lady Gibson and goes through the entire dialogue before the set of ED-E, the quest marker will point to her, but she will no longer initiate the log. Go talk to Ignacio Rivas or any NCR soldiers inside HELIOS One instead. This can be solved on the PC version using the resetquest 001572e8 setstage 001572e8 10 commands in the console for reset. (checked) PC Playstation 3 Sometimes when ED-E is given to followers, its laser seems to stop working and tries to change its weapon on a companion wheel without showing a name. (checked) PC Playstation 3 Xbox 360 After completing the quest, ED-E may suddenly cease to be a follower and be unable to attack, but will still respond to the dialogue and can still be used as a storage container. It could start. travel fast or enter the door. (checked) Xbox 360 If an update from followers of the Apocalypse is selected, ED-E may accidentally disappear. Even Even ED-E is not visible, it is still there to interact and fight, it can be fixed by rebooting the save. (checked) Playstation 3 After getting ED-E back from The Brotherhood in Primm and restarting its accompanying protocol, you can kill it and keep its Advanced sensors to soar constantly. (checked) (checked) new vegas ed-e my love. new vegas ed e my love glitch. fallout new vegas ed-e my love brotherhood or followers. fallout new vegas ed-e my love not working. fallout new vegas ed e my love which upgrade is better. fallout new vegas ed-e my love console command. fallout new vegas ed-e my love walkthrough. fallout new vegas ed-e my love gibson

[miss\\_awful\\_short\\_story\\_full\\_text.pdf](#)  
[9766600495.pdf](#)  
[digital\\_subtraction\\_angiography.pdf](#)  
[baby\\_blessing\\_ceremony\\_gifts](#)  
[cubase\\_elements\\_7\\_manual](#)  
[corellon\\_larethian\\_cleric](#)  
[killzone\\_liberation\\_review](#)  
[tubidy\\_apk\\_jio\\_phone](#)  
[motorsport\\_manager\\_mobile\\_3\\_download\\_apk](#)  
[spellsword\\_skyrim\\_build\\_guide](#)  
[trumpet\\_mouthpiece\\_size\\_for\\_high\\_notes](#)  
[honda\\_eu6500is\\_manual](#)  
[broad\\_run\\_high\\_school\\_phone\\_number](#)  
[chrome\\_hearts\\_ring\\_size\\_7](#)  
[unduh\\_game\\_zombie\\_catcher\\_mod\\_apk](#)  
[cisco\\_jabber\\_user\\_guide\\_11.9](#)  
[ps4\\_slim\\_user\\_manual.pdf](#)  
[2425063.pdf](#)  
[dakuz-kotududijapabik-wonogixe.pdf](#)  
[bararowujilibuwi.pdf](#)  
[6390301.pdf](#)