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Subject: Two Harvester bugs

Posted by [Spoony\\_old](#) on Sun, 26 Dec 2004 03:28:50 GMT

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-1- Invisible harvesters.

When Nod's powerplant is destroyed and subsequently their harvester is destroyed, replacement harvesters are invisible. On some maps e.g. Mesa they go about their harvesting duties as normal (except for the fact they're invisible, obviously), whereas on other maps e.g. Walls, City, Under they simply sit on the Airstrip pad and continually be destroyed by the cargo plane (again, invisible).

-2- The harvester Server-side bug.

Sometimes (not often, but sometimes... this lack-of-repeatability factor may be a problem when you guys try to work out what causes it) when a player hosts (doesn't seem to happen on dedicated servers), one harvester or both become immobile, they refuse to budge from the airstrip pad / weapon factory construction bay. A lot of the time, this also makes it impossible to buy a vehicle. When you buy, say, a humvee, it destroys the harvester but you can't drive it out of the weapons bay, and a few seconds later it will in turn be destroyed by a replacement harvester. The only way to solve this bug is for the host to fully restart his Renegade.

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