
Subject: C&C_Galactic....need testers

Posted by [General Havoc](#) on Tue, 22 Apr 2003 08:52:43 GMT

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Ok we need to fix the scripts here.

If it's a mix format then you can remove both of the dlls from the mix package as they will not be used by the game and just sit there doing nothing.

All presets that you have changed a setting for should be temp and that includes things spawners, scriptzones, vehicles, everything basically.

Check both the server and client have the latest scripts installed. There is a link in my signature to the latest version.

PDS_Test_Harvester has been tested and works with the FDS and their clients. Make sure this script is setup correctly. The script uses the first waypoint, last waypoint and the waypath ID's. Also the tiberian refinery controller and the tiberianfield ID's are used. The harvester should be spawned from a spawner. Try killing the harvester once and see if it begins to pathfind after that.

As for the teleporter i'm not sure check what I said about the scripts. The script has been tested on a normal host although but not FDS.

_General Havoc
