
Subject: Re: Nod Harvy not working....

Posted by [R315r4z0r](#) on Wed, 01 Aug 2007 01:38:04 GMT

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Well, if he didn't have the Refinery controller, the harvester wouldn't even be building.

And the car maker/Tiberium Zones are not essential to making the harvester move they are used to get the harvester to harvest and dump in the correct places.

If your map doesn't contain a tiberium zone or a refinery carmaker, then the harvester should simply work its way to the 0.0.0 axis and "harvest" then drive 2 meters and "unload" then drive another 2 meters and "harvest" then drive another 2 meters and "unload" and so on and so forth.

Just keep harvesting and dumping in invisible fields of tiberium and an invisible refinery.

About a fix, did you generate pathfind after you placed the GDI waypaths, but before you did Nod's? Like you forgot to put Nod's in when you were Generating?
