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Subject: Harvester Map Bug

Posted by [halo2pac](#) on Wed, 14 Sep 2011 23:49:06 GMT

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Ok I booted up a server with TT 4.0, and C&C\_Sand as my primary map. I disabled everything:

;The options below disable said things which is pretty self-explanatory.

DisableBeacons=true

DisableBaseDefenses=true

DisablePowerPlants=true

DisableRefineries=true

DisableSoldierFactories=true

DisableVehicleFactories=true

DisableRepairPads=true

DisableCommCenters=true

The harvester creates its self a thousand times and then destroys itself a thousand times every second.

wth?

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