
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.

Subject: Two Harvester bugs

Posted by [Homey](#) on Sun, 26 Dec 2004 04:05:24 GMT

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My server always gets that second one, if i play in a game for a while, then host the harv=stuck unless i look at it, same with other vehicles. Solution = restart renegade.

Subject: Two Harvester bugs

Posted by [Spoony_old](#) on Sun, 26 Dec 2004 04:46:07 GMT

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Remek gets it too.

Must be chets.

Subject: Re: Two Harvester bugs

Posted by [Majiin Vegeta](#) on Sun, 26 Dec 2004 13:20:22 GMT

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Quote:-2- The harvester Server-side bug.

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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.

i had this a few times the harvester would not move until i looked at it.. i fixed it by turning off the console command CLIENT_PHYSICS_OPTIMIZATION
(Update only visible physic objects on client)

Subject: Two Harvester bugs
Posted by [flyingfox](#) on Sun, 26 Dec 2004 20:56:41 GMT
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Yeah, it only happens when you activate CPO then host.

Subject: Two Harvester bugs
Posted by [Spoony_old](#) on Mon, 27 Dec 2004 11:04:12 GMT
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Well, if that's what causes it, would it be possible to make a workaround, so the host could still use F8_C to give better SFPS for the clients?

Subject: Two Harvester bugs
Posted by [Majiin Vegeta](#) on Mon, 27 Dec 2004 11:19:05 GMT
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i doubt that is possible

and if you cant get better FPS in a lil 6 player game.. get a better pc >_<

Subject: Two Harvester bugs
Posted by [Homey](#) on Sat, 08 Jan 2005 20:30:04 GMT
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You cant have cpo when hosting, it needs to calculate everything.....i think
