Subject: GRR @ HARVYS Posted by CrazyBastard on Sun, 26 Mar 2006 01:09:44 GMT View Forum Message <> Reply to Message

I have made a map, pretty much 100% bug free except for one thing. Harvys keep getting dropped off by the C-130...so there is like a big traffic jam of them on the strip :S The GDI harvester is working perfectly, and infact I copied and pasted the waypoint paths for Nod cuz the map is symetrical...so I have no Idea why this is happening. Any ideas?

click the screenie below:

File Attachments

1) harv prob.JPG, downloaded 335 times

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Subject: Re: GRR @ HARVYS Posted by volkoller on Sun, 26 Mar 2006 01:59:35 GMT View Forum Message <> Reply to Message

i have same prb just insted of ton of harvs coming i get one harv and coppers kepp coming it sucks

to fix you have to make mod folder beforu go in level edit 2when u chose mod package or what ever so u have to make new map and eveything

that sould work it worked for me

easyist way to see if it worked is tojust work make WF/AS suff way path all that stuff make a spawner near it export it try in renegade to see if problem presests

or just try not coping waypaths and suff it myt idont know

Subject: Re: GRR @ HARVYS Posted by JeepRubi on Sun, 26 Mar 2006 04:08:01 GMT View Forum Message <> Reply to Message

You have to make your pathfind generator before you add the waypoints.

Subject: Re: GRR @ HARVYS Posted by CrazyBastard on Sun, 26 Mar 2006 06:18:34 GMT View Forum Message <> Reply to Message

is that so? according to the renhelp site it says to do the waypoints first...then add the pathfind generator and generate sectors....III try doing the waypoints from scratch. I regenerated the sectors and low and behold...... GDI had a traffic jam outside the WF and Nod was working properly :S

File Attachments 1) harv prob 2.JPG, downloaded 260 times

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Subject: Re: GRR @ HARVYS Posted by terminator 101 on Sun, 26 Mar 2006 06:25:47 GMT View Forum Message <> Reply to Message

Damm that is LOT of harvesters

I thought that if something is inside the main hall when something is created inside the Weapons Factory it gets destroyed.

Subject: Re: GRR @ HARVYS Posted by CrazyBastard on Sun, 26 Mar 2006 06:53:24 GMT View Forum Message <> Reply to Message

they drive out of the WF and more spawn behind them...eventyally yeah they start destroying siome of the previous ones. But more kept coming. Redid the waypoints from scratch - all of them - and Nod is having a traffic jam again...

Subject: Re: GRR @ HARVYS Posted by CrazyBastard on Mon, 27 Mar 2006 02:22:48 GMT View Forum Message <> Reply to Message

bump....

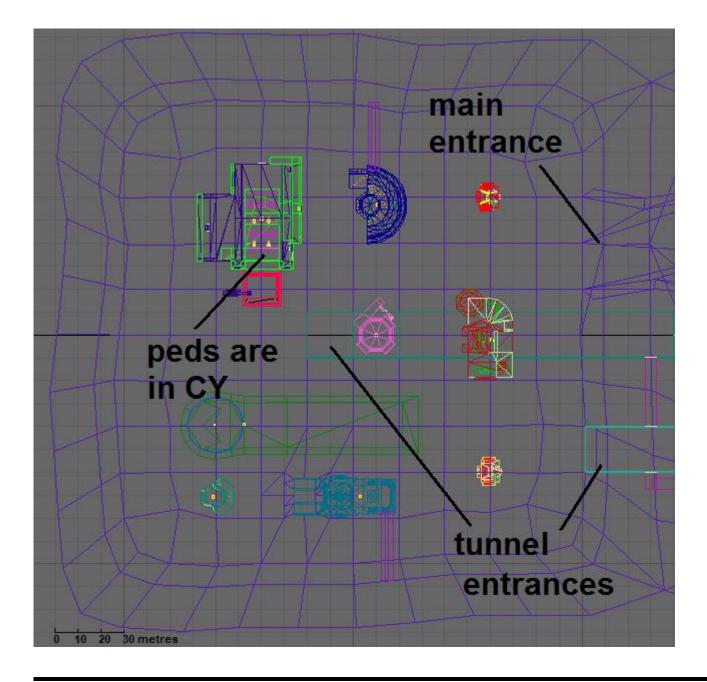
Another idea I had was to forget refineries altogether and just put like 3 silos lol...

edit: I have replaced the Refinery with 2 more silos...3 silos @1 cred per sec...only thing now is the good old flame tank bug...

File Attachments

1) baselayout.JPG, downloaded 254 times

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