
Subject: harvester waypaths

Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:34:00 GMT

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hey all, i've made a cewl map with a river goin down the middle but the harvesters are being cheaky and they're not moving when they spawn. What do i set the waypaths to? I know that if u dont put waypaths on that the harvester will go in a straight line to the tib field, but these aren't in the line of site of the airstrip and weapons factory. Anybody know what im doin wrong or how to fix it? please please please tell me

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Posted by [Anonymous](#) on Thu, 26 Dec 2002 15:52:00 GMT

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Once you make the waypath....(Make sure the start is in the vehicle creation zone and inside the tiberium zone)....Double click the little pyramid (The waypath) then go to waypath on the tab. Check two-way, Gound Vehicle and Innate pathfind Only THEN the harvy should follow the waypath much better.

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Posted by [Anonymous](#) on Fri, 27 Dec 2002 08:17:00 GMT

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what do i set the waypaths from the airstrip and weapons fac to? and they're not supposed to join the harvester waypath to the tib filed are they?so it's jus the waypath to and from the refinery that i set like u said above right?

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Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:04:00 GMT

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Set ALL of the waypaths for the harvy to the settings that I mentioned above. If I were you, I would make it so that there are 2 paths, one from the weapfac\airstrip to the tiberium field. Then another from the tiberium feild to the refinery. Now, make sure that inside the tiberium zone, The end of the path from the weapfac\airstrip is touching or very near the start\end of the path from the tiberium feild to the refinery, so that the harvester can find its way back to the refinery. [

December 27, 2002, 13:09: Message edited by: maytridy]

Subject: harvester waypaths

Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:24:00 GMT

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thanks dude i give that try. i dont set the waypaths going out of the vehicle construction area to innate, ground vehicle and two way do i? just the ones involved with the harvy

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Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:29:00 GMT

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noope dusnt work do i have to attach any strings or scripts or anythin?

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Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:37:00 GMT

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Can sum1 send me a screeny of how the waypaths are set out? or give me a good tutorial. I got the waypaths from ACKs tutorial but i think he musta missed sumthin. Has it got sumthin to do with scripts?thanks

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Posted by [Anonymous](#) on Fri, 27 Dec 2002 15:52:00 GMT

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ahahahah i got it workin lol not sure what i was doin wrong. I changed the positions so they started under the car maker and made another waypoint goin straight to the tib field. Thanks heaps for your help dude

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Posted by [Anonymous](#) on Sun, 29 Dec 2002 09:54:00 GMT

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Amytime man!
