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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Mon, 27 Jan 2003 01:49:00 GMT  
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OK, I am makeing a infantry only map with the refer, I put the Tiberium field at 0,0,0 (XYZ). building controllers in place, carmaker, waypaths, GDI/Nod Tiber Scriptzones,pathfind gens, player spawners ect....the Harvey dosnt spawn at 0,0,0 (no air or weap on map). WTF did I screw up?do I need to add spawners?

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Mon, 27 Jan 2003 06:59:00 GMT  
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Did you put the WF and Airstrip controllers on the map? I think they need to be there, but without their carmakers attached to make the Harvester spawn at 0,0,0. That's just a guess though, I've never tried to spawn the harvester at 0,0,0.

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Mon, 27 Jan 2003 09:29:00 GMT  
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NM, I think I know why. I forgot the Scripts.dll and scripts folder.no, that didnt fix it. I will try the Building controller test, then a spawner test. I will figure it out maybe. [ January 27, 2003, 09:54: Message edited by: garth8422 ]

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Mon, 27 Jan 2003 10:57:00 GMT  
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I didnt like the controller test. I put the Nod airstrip controller in the ground, the C130 flies in and drops the Harvey close to 0,0,0 but not exactly at it. thats a problem, its stuck in the river LOL. A nice size Tiberium field is at 0,0,0.(slightly larger than the one from "Under") [ January 27, 2003, 10:59: Message edited by: garth8422 ]

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Mon, 27 Jan 2003 11:27:00 GMT  
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This stinks, its totally messed up. if U put the controllers in then you can purchase vehicles, the Nod side drops them at 0. (I didnt try GDI).the point was to not have vehicles avail. Infantry only map. Then I tried just spawners instead. the are stupid, and require PDS\_Test\_follow\_waypath to do anything. they wont dump at the refer. and dont give U money. I guess I will have to scrap the

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refers all together. or add weapons factory/airstrip which would ruin the whole map concept.

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Mon, 27 Jan 2003 11:44:00 GMT  
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There is just another way, but I have the tutorial only in German available.If you are intrested, contact me, and I'll rewrite it in Englisch. \_ With this way you do not need the buildings controller\_ let starts the harvester at every postion you want. [ January 27, 2003, 11:50: Message

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Tue, 28 Jan 2003 10:50:00 GMT  
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boinking to the top so I can get more feedback on this question. any1 know a way to spawn the harvey differently than the weap building controller way. (no weap or air here)

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Tue, 28 Jan 2003 10:55:00 GMT  
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better rewrite it. i doubt ack will tell us how anytime soon.

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Tue, 28 Jan 2003 13:07:00 GMT  
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here is the tutorial: Harvester without Weponsfactory/Airstrip

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Subject: Hravey spawning question  
Posted by [Anonymous](#) on Tue, 28 Jan 2003 16:48:00 GMT  
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nice.

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Subject: Hravey spawning question

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Posted by [Anonymous](#) on Wed, 29 Jan 2003 00:01:00 GMT

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Just wait a hour, I'll rewritwe the tutorial now!

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Subject: Hravey spawning question

Posted by [Anonymous](#) on Wed, 29 Jan 2003 00:06:00 GMT

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Thanks that would be nice Could you not just use a Lan rewriter?

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Subject: Hravey spawning question

Posted by [Anonymous](#) on Wed, 29 Jan 2003 00:55:00 GMT

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Well, try to make acouple new spawners with the harvy, make it spawn right near the refinery, make waypoints into the tiberium, and then set up the refinery as normal, this might not work, im just guessing

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Subject: Hravey spawning question

Posted by [Anonymous](#) on Wed, 29 Jan 2003 01:47:00 GMT

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Thanks, pretty good stuff. Nice tutorial.

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