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Subject: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Tue, 04 Sep 2007 15:42:31 GMT

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Name says it all.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [reborn](#) on Tue, 04 Sep 2007 16:35:15 GMT

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What example do you have of them not opening?

I have never seen a map where is wasn't done right.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Tue, 04 Sep 2007 17:34:21 GMT

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Here:

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Canadacdn](#) on Tue, 04 Sep 2007 17:39:22 GMT

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Is this an actual animated and scripted gate, or just the DSAPO one?

I'm guessing the second.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Tue, 04 Sep 2007 17:58:00 GMT

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The DSAPO one.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [R315r4z0r](#) on Tue, 04 Sep 2007 18:18:35 GMT

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Does it open for you.. or any other unit other than the harvester?

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [IronWarrior](#) on Tue, 04 Sep 2007 18:20:34 GMT

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Can't help to notice of you're big shiney godlen weapons you have.

Nice advanage skin you have.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Canadacdn](#) on Tue, 04 Sep 2007 18:20:59 GMT

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The DSAPO one is just a static object. You will need a different gate model that is animated, and then you script it to play the animation when a vehicle approaches.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Tue, 04 Sep 2007 18:28:18 GMT

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razorblade001 wrote on Tue, 04 September 2007 13:18Does it open for you.. or any other unit other than the harvester?

Just opens for me.

IronWarrior wrote on Tue, 04 September 2007 13:20Can't help to notice of you're big shiney godlen weapons you have.

Nice advanage skin you have.

They arn't that shiny in-game. They are actually pretty dull...

Canadacdn wrote on Tue, 04 September 2007 13:20The DSAPO one is just a static object. You will need a different gate model that is animated, and then you script it to play the animation when a vehicle approaches.

And how do I do that?

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Jerad2142](#) on Tue, 04 Sep 2007 18:40:54 GMT

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You must generate pathfind. Then it will open for the harvester (oh ya, after you generate pathfind, check "opens for vehicles" somewhere in the gates settings).

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Tue, 04 Sep 2007 18:42:33 GMT

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Jerad Gray wrote on Tue, 04 September 2007 13:40 You must generate pathfind. Then it will open for the harvester (oh ya, after you generate pathfind, check "opens for vehicles" somewhere in the gates settings).

Ok, thanks, i've already checked "Opens for vehicles".

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Cat998](#) on Wed, 05 Sep 2007 13:37:58 GMT

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SWNight wrote on Tue, 04 September 2007 19:34 Here:

<http://img338.imageshack.us/img338/5450/harvle2.png>

SWNight wrote on Tue, 04 September 2007 20:28

IronWarrior wrote on Tue, 04 September 2007 13:20 Can't help to notice of you're big shiney godlen weapons you have.

Nice advanage skin you have.

They arn't that shiny in-game. They are actually pretty dull...

That isn't an ingame screenshot ??

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Wed, 05 Sep 2007 14:28:43 GMT

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That IS an ingame screenshot

Still doesn't work..

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [R315r4z0r](#) on Wed, 05 Sep 2007 21:12:16 GMT

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You say it just opens for you. Have you tried to get through using a vehicle, and driving through? Or have you just walked?

If you have only walked through, try driving a vehicle or something and see if the gate still opens for you.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Wed, 05 Sep 2007 21:13:33 GMT

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It still works if i use a vech. It's just the harvesters!

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Genesis2001](#) on Wed, 05 Sep 2007 21:30:00 GMT

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This may sound stupid, but...Does the gate recognize the harvester as a vehicle?

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Tunaman](#) on Wed, 05 Sep 2007 22:15:46 GMT

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SWNight wrote on Wed, 05 September 2007 17:13It still works if i use a vech. It's just the harvesters!

It probably sees you, the player inside the vehicle, instead of the actual vehicle.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Thu, 06 Sep 2007 08:43:37 GMT

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So how do I make it work for the harvesters?

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Veyrdite](#) on Thu, 06 Sep 2007 09:34:33 GMT

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use a different gate dsapo preset, there's a few duplicates.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Xpert](#) on Thu, 06 Sep 2007 10:24:54 GMT

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Dthdealer wrote on Thu, 06 September 2007 05:34 use a different gate dsapo preset, there's a few duplicates.

I was gonna say that lol. It would be retarded if none of the presets opened for the harvesters but they open for vehicles.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [npadul30](#) on Thu, 06 Sep 2007 16:36:53 GMT

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Tunaman wrote on Wed, 05 September 2007 18:15 SWNight wrote on Wed, 05 September 2007 17:13 It still works if i use a vech. It's just the harvesters!

It probably sees you, the player inside the vehicle, instead of the actual vehicle.

I have gotten it to work, can't rember at the moment right now. IF the harvester is NOD then it should still open for the harvy. I will play around with it some more to get it to work.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [R315r4z0r](#) on Thu, 06 Sep 2007 19:34:02 GMT

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Yea, I know that it works. I have seen it done on maps like C&C\_Oasis

Maybe script zone? When unit enters area, activate gate, when unit leaves area, close gate.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [JeepRubi](#) on Thu, 06 Sep 2007 22:00:00 GMT

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What units did you use to open it? I think the gate only opens when the origin bone enters the trigger zone. Try enlarging the trgger zone on either side and see if that works.

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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [R315r4z0r](#) on Thu, 06 Sep 2007 22:25:19 GMT

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Jeep Rubi wrote on Thu, 06 September 2007 18:00 What units did you use to open it? I think the gate only opens when the origin bone enters the trigger zone. Try enlarging the trgger zone on either side and see if that works.

I agree. If you have a mammoth available, try to drive through the gate with that. See if it opens.

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