
Subject: Vechile/Harvester Help

Posted by [Alexis](#) **on** Wed, 09 Apr 2008 14:27:00 GMT

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Hey again need another answer to a question Ive made a level got the Mp airstrip and Mp ref node etc, set the waypoints made the Ctrl+p Harv and Wep fact and airstrip Thing ive generatated the sector and when i test the level The harv is just stuck in the wf and when i build another vech it gets made and jsut gets stuck then the harv is made again and blows it up i was wondering how i Make the vechs come out =_= thanks

Subject: Re: Vechile/Harvester Help

Posted by [Alexis](#) **on** Wed, 09 Apr 2008 14:27:54 GMT

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oh and make the harv folow the way points to the Tib field then to ref etc

Subject: Re: Vechile/Harvester Help

Posted by [reborn](#) **on** Wed, 09 Apr 2008 14:36:03 GMT

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Did you do path find generate? And the flood world too?

Subject: Re: Vechile/Harvester Help

Posted by [Alexis](#) **on** Wed, 09 Apr 2008 14:41:29 GMT

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i did Pathfinding, Generate Sectors and I dont think that flood thingy cuz i dont even know what it is Lol i really need help

Subject: Re: Vechile/Harvester Help

Posted by [Alexis](#) **on** Wed, 09 Apr 2008 14:47:56 GMT

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So what do u think?? relly need help

Subject: Re: Vechile/Harvester Help

Posted by [Alexis](#) **on** Wed, 09 Apr 2008 15:24:02 GMT

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please some1 help???????????

Subject: Re: Vechile/Harvester Help

Posted by [Reaver11](#) on Wed, 09 Apr 2008 19:36:42 GMT

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A nice tutorial explaining everthing you need ->

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16>

(from oblivion)

Read it on renhelp best way to learn the basics

Subject: Re: Vechile/Harvester Help

Posted by [IronWarrior](#) on Thu, 10 Apr 2008 03:29:44 GMT

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Oops, delete me.

Subject: Re: Vechile/Harvester Help

Posted by [Alexis](#) on Sat, 12 Apr 2008 12:22:36 GMT

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Kk ty

Subject: Re: Vechile/Harvester Help

Posted by [Alexis](#) on Sat, 12 Apr 2008 12:24:42 GMT

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-.- this is the guide im using.....

Subject: Re: Vechile/Harvester Help

Posted by [cnc95fan](#) on Sat, 12 Apr 2008 17:58:28 GMT

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Yes, that tutorial is brilliant. Stop over posting.

Subject: Re: Vechile/Harvester Help

Posted by [Jerad2142](#) on Mon, 14 Apr 2008 15:06:02 GMT

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Lol, he means he has been using that tutorial, and he is stuck.

Okay Alexis, make sure that the car object thingy is rotated to be facing the exit of the weapons factory, make sure that it is not stuck in the floor. Also make sure that it is in the build zone and has waypaths that exit straight out from that zone, then turn to different directions once they are a reasonable distance away from the weapons factory.

If that did not help you, check and see if the harvester has adiquit wall clearence, and if thats not it make sure that its the build vehicle zone place in the weapons factory, because if its a tib zone... lol.

Hope that helps!

Subject: Re: Vechile/Harvester Help
Posted by [Alexis](#) on Mon, 14 Apr 2008 20:30:45 GMT
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thanks much I hope this helps Lol

Subject: Re: Vechile/Harvester Help
Posted by [Alexis](#) on Wed, 16 Apr 2008 00:54:13 GMT
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nope its still being gay ffs im gunna upload some screenshots, heres the links for them
<http://img145.imageshack.us/img145/8802/noobfb6.png>,
<http://img508.imageshack.us/img508/4482/newbvc1.png>,
<http://img337.imageshack.us/img337/9968/n00byx2.png> i really need help with this. Hopefully with the screenies the experts who know this stuff like basics will be able to spot like 5 things wrong straight away LolxD. Do u need to do GDI and NOD ref and wf setup for it 2 work?? also ive double clicked on a node of all the Waypaths and Made it two way,Inate pathfinding and unticked human il give a ss just to confirm it is that good i mean for all of them including air to tib field and Ref to tib field really hope i get this problem fixed thanks =)))

Subject: Re: Vechile/Harvester Help
Posted by [Alexis](#) on Wed, 16 Apr 2008 00:55:19 GMT
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heres the ss for the nodes thing

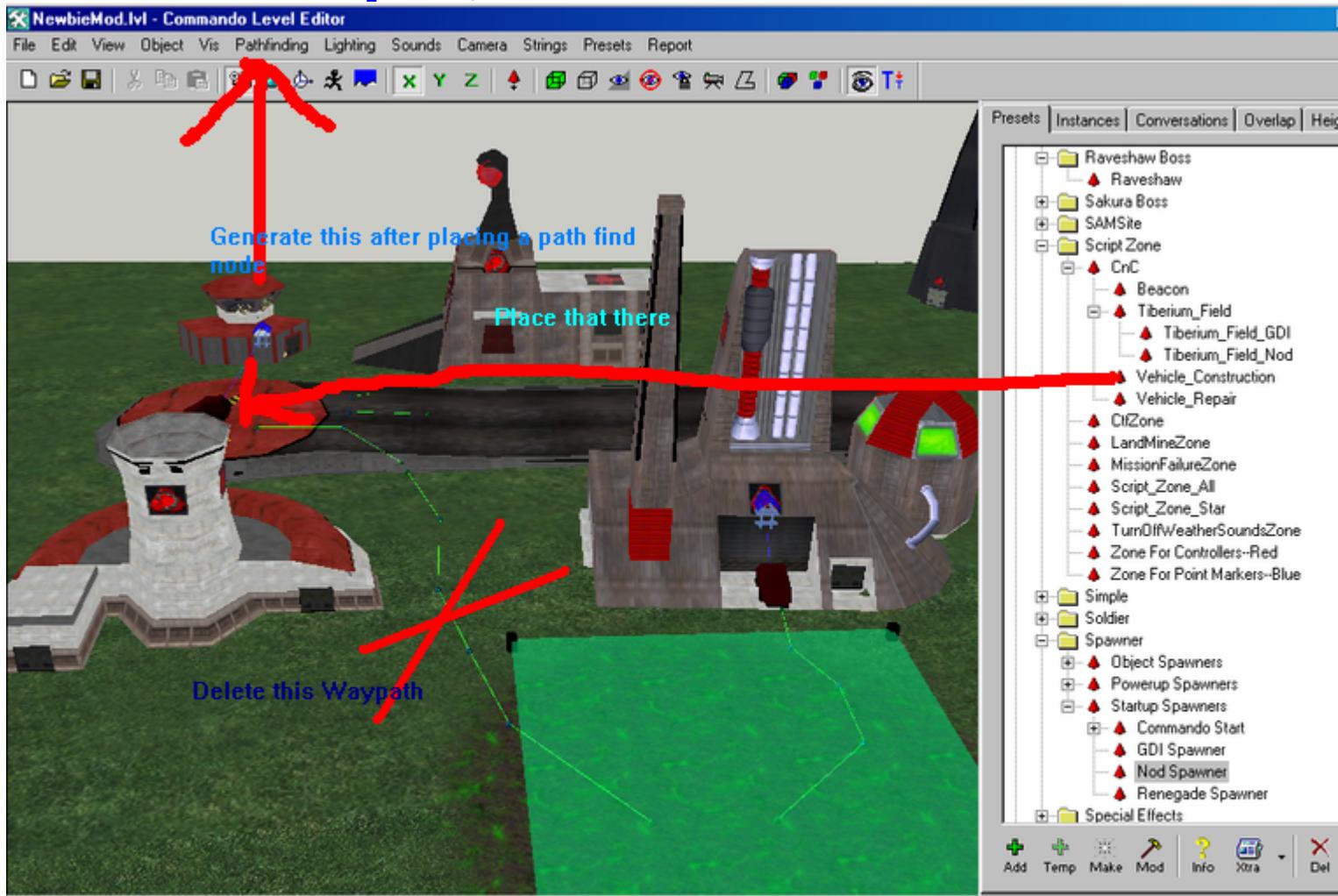
wait nvm imageshack decide they wanna go down for an hour lol

Subject: Re: Vechile/Harvester Help
Posted by [Jerad2142](#) on Wed, 16 Apr 2008 21:38:10 GMT

Hope this helps:

File Attachments

1) [This should help.PNG](#), downloaded 326 times



should be used!

Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\NewbieMod\Tiles\building aggregates - multiplay\mp - nod air tower\ob_clr_arw.tga - only 24 and 32 bit formats should be used!



Subject: Re: Vechile/Harvester Help
Posted by [Alexis](#) on Thu, 17 Apr 2008 00:07:16 GMT

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thanks very very much problem solved what ever system u use on most forums its +rep or w/e but if anythng id give u 10/10 for help thanks very much great person