
Subject: Harvester won't work

Posted by [RidoYugo](#) on Mon, 22 Sep 2008 13:22:24 GMT

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Hello,

I want to remake some multiplayer maps, but the harvester won't work.

I've made the .lvl file with levelredit.

Then i've edited the map with leveledit and saves it as a .mix

I've loaded in my FDS, only the harvester get out of the WF but then he stand still and do nothing anymore.

How can i fix this?

Thanks!!

Yours,
RidoYugo

Subject: Re: Harvester won't work

Posted by [samous](#) on Fri, 26 Sep 2008 21:24:33 GMT

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sounds like you forgot to add the waypath of the harvester, don't ask me how to do it, b/c idk.

=Samous

Subject: Re: Harvester won't work

Posted by [DL60](#) on Sat, 27 Sep 2008 07:10:36 GMT

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No I think more that he forgot to generate the pathfind sectors.

I don't really know but LevelRedit doesn't imports the pathfind sectors (it imports waypoints and pathgenerator but not the sectors (like VIS)).

Try this:

- open LE
- klick on "Pathfinding"-Tab in options
- klick "Generate Sectors"
- save your level
- export to mix

That should work I think.
