
Subject: Harvesters without a WF - Leveledit
Posted by [zunnie](#) on Fri, 26 Jun 2009 04:16:26 GMT
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I need a little help from you guys

I've never setup a map before with a refinery but no weapons factory.
How do i make the ai harvester work properly so it goes to the tibfield and empties at the refinery?

Subject: Re: Harvesters without a WF - Leveledit
Posted by [Gen_Blacky](#) on Fri, 26 Jun 2009 04:22:49 GMT
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<http://renhelp.net/index.php?mod=Tutorials&action=view&id=36>

Subject: Re: Harvesters without a WF - Leveledit
Posted by [zunnie](#) on Fri, 26 Jun 2009 04:25:54 GMT
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Thanks man

Subject: Re: Harvesters without a WF - Leveledit
Posted by [zunnie](#) on Fri, 26 Jun 2009 04:58:52 GMT
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It does not work

I did everything exactly as described on renhelp.
Created spawner, added the script, waypath and generated pathfinding..
I go in game to see and it does not work

Subject: Re: Harvesters without a WF - Leveledit
Posted by [ErroR](#) on Fri, 26 Jun 2009 07:42:28 GMT
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if you could find a lvl file for sand or gobi you could look there

Subject: Re: Harvesters without a WF - Leveledit

Posted by [The Party](#) on Fri, 26 Jun 2009 23:28:04 GMT

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Try running pathfind, even though you did all that you still need to run pathfinding. No clue why when it is just following waypoints.

Subject: Re: Harvesters without a WF - Leveledit

Posted by [Gen_Blacky](#) on Sat, 27 Jun 2009 04:18:12 GMT

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Also do this, need to generate the way path and put human path finders.

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=35>

Edit: Just noticed you said you generated the way paths. Does the harvester spawn ? Does the harvester just sit there ?

Subject: Re: Harvesters without a WF - Leveledit

Posted by [zunnie](#) on Sat, 27 Jun 2009 06:59:48 GMT

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Yea the harvester spawns, it just sits idle doing nothing.

Is there an other script that can be used for this? Maybe the script is broken?

Subject: Re: Harvesters without a WF - Leveledit

Posted by [Gen_Blacky](#) on Sat, 27 Jun 2009 18:51:57 GMT

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discard your pathfinding data and generate the sectors. make sure to add a human path finder near each refinery, where the harvester spawns and see if that helps.
