Subject: Harvester Map Bug
Posted by halo2pac on Wed, 14 Sep 2011 23:49:06 GMT
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Ok I booted up a server with TT 4.0, and C&C_Sand as my primary map. I disabled everything:

;The options below disable said things which is pretty self-explanitory.
DisableBeacons=true
DisableBaseDefenses=true
DisablePowerPlants=true
DisableRefineries=true
DisableSoldierFactories=true
DisableVehicleFactories=true
DisableRepairPads=true
DisableCommCenters=true

The harvester creates its self a thousand times and then destroys itself a thousand times every second.

wth?

Subject: Re: Harvester Map Bug
Posted by crazfulla on Wed, 14 Sep 2011 23:54:14 GMT
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You need to disable the Harvester spawner.

Subject: Re: Harvester Map Bug
Posted by halo2pac on Thu, 15 Sep 2011 00:26:33 GMT
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crazfulla wrote on Wed, 14 September 2011 19:54You need to disable the Harvester spawner.
Why doesn't it do that automatically when you disable that building :S ?

I set the barracks and refinery to not disabled and now NONE of the buildings are 'disabled'

Also the fds is writing logs to the wrong directory.. its doing it in serverdir\renegade\fds :S

Subject: Re: Harvester Map Bug
Posted by jonwil on Thu, 15 Sep 2011 01:10:44 GMT
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For the harvester spawners, I will make it disable them if the refinery is disabled.
And the location its writing the FDS logs to is the correct location. There are ways to get it to write

---

elsewhere though if you want.

Subject: Re: Harvester Map Bug
Posted by halo2pac on Thu, 15 Sep 2011 04:24:09 GMT
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jonwil wrote on Wed, 14 September 2011 21:10For the harvester spawners, I will make it disable them if the refinery is disabled.
And the location its writing the FDS logs to is the correct location. There are ways to get it to write elsewhere though if you want.

Thanks for the first, and for the second .. I thought it was a glitch so never mind

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Subject: Re: Harvester Map Bug
Posted by jonwil on Sun, 18 Sep 2011 05:19:49 GMT
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Harvester spawners have been fixed for the next build.

Subject: Re: Harvester Map Bug
Posted by halo2pac on Fri, 14 Oct 2011 23:59:06 GMT
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FINALLY FOUND THE DAMN SCREENSHOT DIRECTORY.

File Attachments
1) Screenshot.18.png, downloaded 262 times

(⊙)

halo2pac
Credits: 87
Time Remainin

W

EVA
100
100

Subject: Re: Harvester Map Bug
Posted by StealthEye on Sat, 15 Oct 2011 00:15:40 GMT
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Pretty. This was clearly our secret art generator feature.

Subject: Re: Harvester Map Bug
Posted by TankClash on Sat, 15 Oct 2011 03:11:56 GMT
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It's a dragon!

Subject: Re: Harvester Map Bug
Posted by liquidv2 on Sat, 15 Oct 2011 06:43:17 GMT
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TankClash wrote on Fri, 14 October 2011 22:11It's a dragon!
i couldn't agree more

Subject: Re: Harvester Map Bug
Posted by F1r3st0rm on Sat, 15 Oct 2011 16:25:07 GMT
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skyrim dragons invading ren already? shiiiiiii

Subject: Re: Harvester Map Bug
Posted by halo2pac on Sat, 15 Oct 2011 18:33:31 GMT
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not as scary as the 35FPS I was getting!!!! I get 400 normally.