
Subject: Harvester AI
Posted by [Captkurt](#) on Wed, 30 Apr 2003 19:35:27 GMT
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Can someone tell me the scripts used to set up a harvester manually, it seems in the past I did factory or airstrip turned on. Any help will be greatly appreciated.

Subject: Harvester AI
Posted by [General Havoc](#) on Wed, 30 Apr 2003 19:46:24 GMT
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<http://www.renhelp.info> Tutorials Section

Subject: Harvester AI
Posted by [Captkurt](#) on Wed, 30 Apr 2003 19:51:03 GMT
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General Havoc<http://www.nodnl.net/harv/index.html>

It's posted 2 times in the sticky topic too.

Thanks man,

Subject: Harvester AI
Posted by [Titan1x77](#) on Sat, 03 May 2003 19:00:48 GMT
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I once set this up and i had to kill the harvester to get it going...what did i do wrong?

Subject: Harvester AI
Posted by [Captkurt](#) on Sat, 03 May 2003 19:11:38 GMT
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Titan1x77I once set this up and i had to kill the harvester to get it going...what did i do wrong?

Man, I had the exact problem too, and for a while could not figure it out, so what I did was this. I deleted my temp presets of the spanner harvester and re-made the temp, and wa-la it worked. I don't know really what caused it to not work the first go around, but I found them to just sit there, until I either blew them up or pushed them out of the way and a new one would spawn there and then it would work, also this problem only seemed to be with 2 or more players, one player

games, the harvester did work. But any way doing what I suggested at the beginning of the text above, fixed all of the problems, and now the harvesters do work with 1, 2 or more players, hope this helps.
