
Subject: harvester without WF
Posted by [Nightma13](#) on Sun, 23 Mar 2003 18:42:04 GMT
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how do i make a map with out WF and a harvester on it???

i no ACK did it somehow on Gobi i wanna do it on my map now but i dont no how :oops:

Subject: harvester without WF
Posted by [Doitle](#) on Sun, 23 Mar 2003 18:53:33 GMT
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http://wl8www882.webland.ch/laeubi/tutorials/harv_without/hvwf.htm

Here ya go, read that and try it! Thanks to Laeubi for your tutorial section!

Subject: harvester without WF
Posted by [Nightma13](#) on Sun, 23 Mar 2003 18:59:58 GMT
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WOW u get feed back quick in these forums i think i might start posting here more often ty

Subject: harvester without WF
Posted by [Doitle](#) on Sun, 23 Mar 2003 19:02:09 GMT
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NP man, at least I helped someone today. That's good.

Subject: harvester without WF
Posted by [General Havoc](#) on Sun, 23 Mar 2003 19:09:15 GMT
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The tutorial is also available at <http://www.nodnl.net> . If you are not sure on how to install the scripts as it doesn't tell you in detail on Laubi's tutorial then take a look at the "Installing Scripts" section on the teleport tutorial at <http://www.nodnl.net> . Baring in mind you will only need to copy the one file called "Scripts.dll" if you don't want to use the custom scripts. I have got the harvester working by using the tutorial and it is quite simple to get working. If you do have any problems getting it working I can help you.

P.S. Do we know for sure that this script is working on the FDS? The two tests we did the harvester had to be killed before it would follow it's waypath. Just a query because we tested Gobi and that uses "PDS_Test_Harvester" script and we had to kill the harvester to get it to start

pathfinding.

_General Havoc

Subject: harvester without WF
Posted by [laeubi](#) on Sun, 23 Mar 2003 19:53:04 GMT
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The Pathfinding must be gerated right. there is also a tutorial at
www.laeubi.de/tutorials/harvester/harvester.htm
