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Subject: GRR @ HARVYS

Posted by [CrazyBastard](#) on Sun, 26 Mar 2006 01:09:44 GMT

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I have made a map, pretty much 100% bug free except for one thing. Harvys keep getting dropped off by the C-130...so there is like a big traffic jam of them on the strip :S The GDI harvester is working perfectly, and infact I copied and pasted the waypoint paths for Nod cuz the map is symetrical...so I have no Idea why this is happening. Any ideas?

click the screenie below:

### File Attachments

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1) [harv prob.JPG](#), downloaded 741 times

Unit ready.



crazfulla

Credits: 10  
Time Remain

Subject: Re: GRR @ HARVYS  
Posted by [volkoller](#) on Sun, 26 Mar 2006 01:59:35 GMT  
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i have same prb just insted of ton of harvs coming i get one harv and coppers kepp coming it sucks

to fix you have to make mod folder beforu go in level edit 2when u chose mod package or what ever so u have to make new map and eveything that sould work it worked for me easyist way to see if it worked is tojust work make WF/AS suff way path all that stuff make a spawner near it export it try in renegade to see if problem presests

or just try not coping waypaths and suff it myt idont know

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Subject: Re: GRR @ HARVYS  
Posted by [JeepRubi](#) on Sun, 26 Mar 2006 04:08:01 GMT  
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You have to make your pathfind generator before you add the waypoints.

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Subject: Re: GRR @ HARVYS  
Posted by [CrazyBastard](#) on Sun, 26 Mar 2006 06:18:34 GMT  
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is that so? according to the renhelp site it says to do the waypoints first...then add the pathfind generator and generate sectors....Ill try doing the waypoints from scratch. I regenerated the sectors and low and behold..... GDI had a traffic jam outside the WF and Nod was working properly :S

#### File Attachments

1) [harv prob 2.JPG](#), downloaded 528 times

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crazfulla

NW

EVA

200

150

Credits: 98  
Time Remain

Subject: Re: GRR @ HARVYS  
Posted by [terminator 101](#) on Sun, 26 Mar 2006 06:25:47 GMT  
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Damm that is LOT of harvesters  
I thought that if something is inside the main hall when something is created inside the Weapons Factory it gets destroyed.

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Subject: Re: GRR @ HARVYS  
Posted by [CrazyBastard](#) on Sun, 26 Mar 2006 06:53:24 GMT  
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they drive out of the WF and more spawn behind them...eventyally yeah they start destroying siome of the previous ones. But more kept coming. Redid the waypoints from scratch - all of them - and Nod is having a traffic jam again...

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Subject: Re: GRR @ HARVYS  
Posted by [CrazyBastard](#) on Mon, 27 Mar 2006 02:22:48 GMT  
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bump...

Another idea I had was to forget refineries altogether and just put like 3 silos lol...

edit: I have replaced the Refinery with 2 more silos...3 silos @1 cred per sec...only thing now is the good old flame tank bug...

#### File Attachments

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1) [baselayout.JPG](#), downloaded 494 times

