
Subject: Nod Harvy not working....

Posted by [c0vert7](#) on Tue, 31 Jul 2007 23:22:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have no idea what is the cause here, I placed the waypaths down, selected the right settings, placed a human pathfind down right in the middle of the waypaths, did the exact same for gdi and hit generate sectors. The gdi harvester is working but the nod harvester just goes down the first waypath and sits there. Wont follow the waypath to the tiberium for some reason. I am stumped.

Subject: Re: Nod Harvy not working....

Posted by [IronWarrior](#) on Tue, 31 Jul 2007 23:55:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have added the Building Controller for the Nod Ref right?

Is the carmaker for the Ref in the right spot?, you might need to move it abit forward, so about 30 of its body is out of the docking bay.

Do other vehicles that you buy, do they roll off the airstrip?

Have you added a Tiberium_Field_Nod script zone over the Tiberium field?

If you need to add sounds to the buildings for your map, I have made a .txt file that lists the standard building SFX sounds.

They are placed on daves arrow around the buildings.

File Attachments

1) [sfxsoundsarrows.txt](#), downloaded 174 times

Subject: Re: Nod Harvy not working....

Posted by [c0vert7](#) on Wed, 01 Aug 2007 00:20:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

IDK wats the problem here... I found out the waypath that goes to ref didnt have the right settings so I thought that was the problem. No thats not it.... I put another waypath with "nodes" at the front of each waypath comeing down the strip and nope. And yes the tanks and the harvester all roll down the airstrip. The harvy just roles down to the end of the first waypath and stops...

Subject: Re: Nod Harvy not working....

Posted by [R315r4z0r](#) on Wed, 01 Aug 2007 01:38:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well, if he didn't have the Refinery controller, the harvester wouldn't even be building.

And the car maker/Tiberium Zones are not essential to making the harvester move they are used to get the harvester to harvest and dump in the correct places.

If your map doesn't contain a tiberium zone or a refinery carmaker, then the harvester should simply work its way to the 0.0.0 axis and "harvest" then drive 2 meters and "unload" then drive another 2 meters and "harvest" then drive another 2 meters and "unload" and so on and so forth.

Just keep harvesting and dumping in invisible fields of tiberium and an invisible refinery.

About a fix, did you generate pathfind after you placed the GDI waypaths, but before you did Nod's? Like you forgot to put Nod's in when you were Generating?

Subject: Re: Nod Harvy not working....

Posted by [c0vert7](#) on Wed, 01 Aug 2007 01:55:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have regenerated 4 times. And no I didnt. The only thing I can think of its mabey cause the map isnt at 0 0 0. It moved somehow when I didnt realize it and I found out too late.
