
Subject: Re: Harvesters (Player Controlled)
Posted by [R315r4z0r](#) on Thu, 16 Aug 2007 04:52:38 GMT
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EEEE! I am having a major problem with the harvesters. And if it isn't fixed, it will be exploited beyond comprehension!

This is the problem. I followed the tutorials exactly, I even got the harvester arms to loop their animation. The problem I am having now is that players can harvest, harvest, harvest all the want! And then dump what they harvested!

This is what happens. My Green Tiberium fields are worth 500 Credits.

A harvester can go into that field, and fully harvest until the animation stops. (Meaning it is full)

When the animation stops it means it is full with the 500 credits. That works fine, they can exit the field and go back to the refinery and get their money.

But here lies the problem, the harvester, once it finishes harvesting, can exit the field, then RE-ENTER the field, and being harvesting AGAIN!

So lets say the harvester harvests from the field 2 times. Then heads back to the refinery. Remember one load of green tiberium is set to be 500, but if I harvested twice, it deposits 1000 credits instead.

The maximum amount of the field is multiplied by how many times I harvest from it!

IS there anyway to make it that your only allowed to harvest from the field one time?
