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Subject: Refinery Animation

Posted by [DL60](#) on Wed, 16 Jul 2008 11:01:44 GMT

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As you I know City2 will be a part of the TT patch and for this patch release I fixed and added some things from time to time in the past months.

But there is a problem which still remains: The unload-animation of the Nod refinery doesn't work when the harvester unloads its tiberium.

I nearly tried everything to fix that: exported the terrain again, exported with new ref, removed/re-added building controller, moved the unload point dummy around, changing waypaths, added blockers, recalculated pathfind sectors... nothing helped.

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