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Subject: Harvester problem  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 16:31:00 GMT  
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well since the patches dosent work properly.have anyone figured it out yet?well heres what i do on GDI factoryMake controller, and CTRL +P to make spawner point Make Vehecle construction zoneMake 2 paths for unitsMake 1 paths for harvester that goes to tib fiel.Cause mine do not work, and when buildingunits they just stand thereWhat else is there?????[ April 19, 2002: Message edited by: Equaliser ]

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Subject: Harvester problem  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 16:36:00 GMT  
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Did you add the Tiberium Field for Gdi and nod zones on the tiberium field or you just ended the path on the field without creating that green box (Tiberium\_Field\_GDI and Tiberium\_Field\_NOD) ?the first path nod must start within the Vehicle\_Construction zone (orange box) and the last path nod must be within the Tiberium\_Field\_GDI or \_NOD zone (green box)

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Subject: Harvester problem  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 16:42:00 GMT  
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yes confirming thatMade field a t firstFirst path triangle is withing the orange construtionzoneand last triangle is in green tibirum zone.-----But its not only harvestors,. ALSOunits when buy i a units, they just saty there,you have to drive them out your self.could you make a screenshot of your Constrution yard(vehecles factory)=?

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Subject: Harvester problem  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 16:44:00 GMT  
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quote:Originally posted by Equaliser:yes confirming thatMade field a t firstFirst path triangle is withing the orange construtionzoneand last triangle is in green tibirum zone.-----But its not only harvestors,. ALSOunits when buy i a units, they just saty there,you have to drive them out your self.could you make a screenshot of your Constrution yard(vehecles factory)=?I'll do beter than that... if you got ICQhere's my ICQ: 65324069

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Subject: Harvester problem  
Posted by [Anonymous](#) on Fri, 19 Apr 2002 17:11:00 GMT  
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OK just figured it out you need to place a path find generator. Here is what I did to fix my harvester problem. Editor Objects > Pathfind Generator > HumanPlace that anywhere, I put it near the harvester path. Now On the top toolbar, click "Pathfinding" then click "Generate Sectors" and it will take a little bit. Once done my harvester works. Good luck.

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