Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by CnCsoldier08 on Wed, 13 Oct 2004 02:25:42 GMT
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Does anybody know how?

I had it working in a .pkg, but when I converted it, it didn't work.

Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by laeubi on Wed, 13 Oct 2004 10:38:24 GMT
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You must clone the Refinery Controller with the TEMP function. then Remove the 'HarvesterObject'
and ur done.

Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by Naamloos on Wed, 13 Oct 2004 17:28:59 GMT
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I tried that, but LE crashed once i deleted it...

Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by laeubi on Wed, 13 Oct 2004 19:32:59 GMT
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erm... in the Refinery Buildingscontroller settings, change the Harvesterobjct to none... :oops:

Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by Naamloos on Wed, 13 Oct 2004 20:51:19 GMT
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That's what i ment... it crashes then.

Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by laeubi on Wed, 13 Oct 2004 21:18:19 GMT
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Working fine for me :lookround:

Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by Naamloos on Thu, 14 Oct 2004 20:01:58 GMT
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Well i tried EXACTLY that a few times but it keeps crashing once i remove the harv object

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Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by YSLMuffins on Thu, 14 Oct 2004 20:19:50 GMT
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Did you try making a new temp preset from scratch? It's actually really easy to corrupt your TEMP database...

Subject: How to make War Factroy not Produce Harvester at Gamestart..
Posted by Naamloos on Sat, 16 Oct 2004 18:15:59 GMT
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I just tried it with renalert LE, and it works fine there...

I really don't know why it crashes for renegade

Must be something... i always edit just about everything when i make something...

Edit: I like editing stuff more then making maps themselves