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Subject: Another Couple Quick Questions...  
Posted by [Burn](#) on Sat, 01 Jan 2005 05:16:32 GMT  
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HAPPY New Year!! (I got lazy with the colors).

Just finished my second map. I have two quick questions for it, because I'd like this one to be perfect so I can release it to everyone here.

I'm having two problems:

- 1.) On the Nod Airstrip, that gigantic plane keeps coming down and making new tiberium harvesters even though it already made one and it's already harvesting. And, the GDI Weapons Factory won't make a harvester to begin with.
- 2.) The base defences (Obelisk, Adv. Guard Tower, GDI Guard Tower, and Turrets\_Improved) will not fire at enemies at all.

Anyone have any suggestions?

Happy New Year again, I hope this one is better!

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Subject: Another Couple Quick Questions...  
Posted by [YSLMuffins](#) on Sat, 01 Jan 2005 06:36:51 GMT  
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- 1) Are you sure you placed your refinery controllers correctly?
  - 2) This is a scripts.dll issue. If it's a mix, I don't see why they won't work...
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Subject: Another Couple Quick Questions...  
Posted by [WNxCABAL](#) on Sat, 01 Jan 2005 11:42:06 GMT  
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I don't suppose it is like this is it?  
<http://www.n00bstories.com/image.fetch.php?id=1044312409>

If so, I fixed this by deleting the all the controllers associated with vehicles (so, Ref, Wep/Strip, repair pads, etc.) and added them again.  
I then did a floodworld and exported as a mix, this then worked and only one harv from then came out  
This bug was caused by going a bit mental with controllers, possibly if you make a temp of the building controller presets.

Hope I helped,

Andy.

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Subject: Another Couple Quick Questions...  
Posted by [Burn](#) on Sat, 01 Jan 2005 15:05:36 GMT  
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Wow this community is so helpful- all the time.

That picture was shocking lol. No, it's not like that. In my case, it makes a harvester and then it goes off and decided to harvest some stuff. Then, that huge airplane comes down and makes another one, and then that harvester sits there. Then it comes down again and blows that one up and makes a new one, and that one sits there, and it does this for the entire game incessantly.

Thanks a lot for the help.

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Subject: Another Couple Quick Questions...  
Posted by [Burn](#) on Sat, 01 Jan 2005 16:06:54 GMT  
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OK, I have the base defenses working exactly as I wanted them to. Except, the first problem still is there.

The Nod Airstrip keeps making harvesters and the Weapons Factorys doesn't make any harvesters. I added a scripts.dll file in the scripts folder in my mod directory. And, I did exactly as you said, Andy. Still has that problem though. I'll keep trying to see what I get.

Thanks again for the help.

EDIT: I take that back, It's working perfectially now. Thanks again.

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Subject: Another Couple Quick Questions...  
Posted by [Naamloos](#) on Sat, 01 Jan 2005 17:08:08 GMT  
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Omg attack of the harvesters!

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Subject: Another Couple Quick Questions...  
Posted by [Slash0x](#) on Thu, 06 Jan 2005 16:40:14 GMT  
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I've had this happen before but don't know what causes it thou. Just delete the building controller

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and replace it, that's what I did and it worked.

PS: Make sure you do pathfinding.

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