
Subject: really quick question
Posted by [Anonymous](#) on Sun, 17 Nov 2002 08:46:00 GMT
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how do i make it so the harvester doesnt spawn on startup

Subject: really quick question
Posted by [Anonymous](#) on Sun, 17 Nov 2002 10:01:00 GMT
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Don't make a ref

Subject: really quick question
Posted by [Anonymous](#) on Sun, 17 Nov 2002 10:57:00 GMT
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Subject: really quick question
Posted by [Anonymous](#) on Sun, 17 Nov 2002 11:03:00 GMT
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he has a point...

Subject: really quick question
Posted by [Anonymous](#) on Sun, 17 Nov 2002 13:31:00 GMT
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make the controller, but not the little car, I think anyways

Subject: really quick question
Posted by [Anonymous](#) on Sun, 17 Nov 2002 15:47:00 GMT
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the main prob is the war fact, its producing them

Subject: really quick question
Posted by [Anonymous](#) on Sun, 17 Nov 2002 22:32:00 GMT

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even though I have no mapping experience I thought maybe create a secret area of the map (inaccessable) for the harvestors to go then they can't come back??

Subject: really quick question
Posted by [Anonymous](#) on Mon, 18 Nov 2002 00:20:00 GMT
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if i get rid of the refinery then i cant get a steady income for the mod, maybe ill try removeing the preset and hope it doesnt complain

Subject: really quick question
Posted by [Anonymous](#) on Mon, 18 Nov 2002 00:27:00 GMT
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o ... just make the controller... i think that will work...

Subject: really quick question
Posted by [Anonymous](#) on Mon, 18 Nov 2002 01:18:00 GMT
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No, open the Refinery preset and go to the very bottom of it. Change the "Harvester" preset to none.Simple as that.

Subject: really quick question
Posted by [Anonymous](#) on Mon, 18 Nov 2002 17:41:00 GMT
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thnx ack

Subject: really quick question
Posted by [Anonymous](#) on Tue, 19 Nov 2002 13:08:00 GMT
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then just make the harv on some lonley island fare benith ur map . with nothing and no1. also if u want just a income but no ref shown or destroyed make a ref and harv on a lonly island with no waypoints
