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Subject: Harvy not working  
Posted by [JeepRubi](#) on Sat, 29 Oct 2005 20:28:29 GMT  
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I am making another map but the gdi harvester is not working right. It makes a harvester and i works, then it makes many many many more untill it it at the vehicle limit. The nod harvy works fine though.

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Subject: Re: Harvy not working  
Posted by [AADude7](#) on Sat, 29 Oct 2005 23:28:37 GMT  
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Did you read the Tiberian Harvester Pathfinding tutorial on RenHelp ?

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Subject: Re: Harvy not working  
Posted by [JeepRubi](#) on Sat, 29 Oct 2005 23:33:01 GMT  
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YES i have made a map with working harvesers before. For some reason this one wont work!

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Subject: Re: Harvy not working  
Posted by [YSLMuffins](#) on Sun, 30 Oct 2005 01:33:54 GMT  
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Try placing a Human pathfind generator closer to the Weapons Factory. Or create a waypoint path from the factory to the tiberium patch. Or make the tiberium scriptzone area bigger. Or raise the car marker a little above the weapons factory floor.

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Subject: Re: Harvy not working  
Posted by [Naamloos](#) on Sun, 30 Oct 2005 02:22:07 GMT  
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I had this once.

I did pathfinding again and it worked fine.

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Subject: Re: Harvy not working  
Posted by [Oblivion165](#) on Sun, 30 Oct 2005 04:04:41 GMT  
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Make sure your waypoints are touching the ground aswell.

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