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Subject: Invisable Nod Harvester Glitch

Posted by [Halo38](#) on Mon, 03 Mar 2003 12:26:27 GMT

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FYI- Just found a glitch to make to Nod harvester invisible (not stealth, just not there, but targetable)

Extremly pointless but here i go. when Nod's PP has been destroyed, destroy the harvester when it is depositing it's tiberium at the refinery. when the cargo plane drops of the new one it will be invisible! (didn't work with GDI)

BTW. only tried this on C&C\_Land & C&C\_Volcanco, may post pic soon if i get time.

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Subject: Invisable Nod Harvester Glitch

Posted by [PiMuRho](#) on Mon, 03 Mar 2003 12:34:52 GMT

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I've had it happen on Mesa and Walls\_Flying too.

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Subject: Invisable Nod Harvester Glitch

Posted by [Majiin Vegeta](#) on Mon, 03 Mar 2003 12:36:54 GMT

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thats very old

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Subject: Invisable Nod Harvester Glitch

Posted by [Demolition man](#) on Mon, 03 Mar 2003 12:36:59 GMT

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Old known bug. This happens when you lose your power plant and get a new harvester. It happens on every map.

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Subject: Invisable Nod Harvester Glitch

Posted by [Halo38](#) on Mon, 03 Mar 2003 14:20:35 GMT

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Majiin Vegetathats very old

Thought it might be....

But being a mapper you don't tend to find out these things.

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Subject: Invisable Nod Harvester Glitch  
Posted by [Rich\[HN\]](#) on Mon, 03 Mar 2003 16:52:07 GMT  
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I had the same bug on alot of maps when are PP has gone down

But bugs, bugs, bugs never can be fixed!

Trust me Westwood had tried to fix the bug but it won't fix!

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Subject: Invisable Nod Harvester Glitch  
Posted by [Xtrm2Matt](#) on Mon, 03 Mar 2003 17:05:35 GMT  
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This happened on ACK's River\_Canyon too :rolleyes:

I thought it was floating Proxy Mines at first :rolleyes:

(this was on The Pitts)

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