
Subject: Harvester problem

Posted by [RidoYugo](#) on Tue, 23 Sep 2008 11:53:51 GMT

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Hello,

I want to remake some multiplayer maps, but the harvester won't work when i've saved the map. I've made the .lvl file with levelredit.

Then i've edited the map with leveedit and saves it as a .mix

I've loaded in my FDS, only the harvester get out of the WF but then he stand still and do nothing anymore.

How can i fix this?

Thanks!!

Yours,
RidoYugo

Subject: Re: Harvester problem

Posted by [futura83](#) on Tue, 23 Sep 2008 12:06:43 GMT

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You gotta manually set where the tib field is (using a script zone) and path find the harvester:

From the WF/AIR to the tib field and from the tib field (and back) to the refinery....but there is probably more to it than that.

Subject: Re: Harvester problem

Posted by [RidoYugo](#) on Tue, 23 Sep 2008 12:46:13 GMT

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the paths and the script zone is already there, because i edit a normal map.

And a half year ago i did make maps to and they work fine when i save them as .mix

Subject: Re: Harvester problem

Posted by [renalpha](#) on Tue, 23 Sep 2008 13:00:01 GMT

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yooo should try to check the pathfinding and generate it

Subject: Re: Harvester problem
Posted by [RidoYugo](#) on Tue, 23 Sep 2008 13:06:48 GMT
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I know the problem now, the paths don't work because levelredit export them wrong.
I've downloaded the .lvl files from game-maps.net and they work fine.
Now i only need C&C_City_Flying.lvl

Subject: Re: Harvester problem
Posted by [reborn](#) on Tue, 23 Sep 2008 13:13:03 GMT
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RidoYugo wrote on Tue, 23 September 2008 09:06 I know the problem now, the paths don't work because levelredit export them wrong.
I've downloaded the .lvl files from game-maps.net and they work fine.
Now i only need C&C_City_Flying.lvl

I'm pretty sure zunnie already put that on game-maps.

Subject: Re: Harvester problem
Posted by [zunnie](#) on Tue, 23 Sep 2008 13:20:38 GMT
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Yes i did reborn

I suggest you use this city flying levelfile, it has the barracks spawnpoints added to it.

<http://ren.game-maps.net/index.php?action=file&id=1253>

Subject: Re: Harvester problem
Posted by [RidoYugo](#) on Tue, 23 Sep 2008 14:14:54 GMT
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aaah thnx
