
Subject: Nod's Harvester

Posted by [ChewML](#) on Fri, 13 Mar 2009 02:55:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, I don't recall reading anything about this yet, but I may have missed something...

Nod's harvester glitches and just sit on the runway. So Nod will still get credits at a slow pace but not the 300 or w/e form it's loads. I see it happen mostly on Walls.

Someone said something about how they notice it after PP is gone, and harv is killed then it will just sit there. I don't know if that is when it happens or not, but that is how it was a few mins ago in game.

Already a fix for this?

Subject: Re: Nod's Harvester

Posted by [a000clown](#) on Fri, 13 Mar 2009 04:19:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I see this a lot on C&C_Under

Subject: Re: Nod's Harvester

Posted by [Reaver11](#) on Fri, 13 Mar 2009 08:50:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Are you sure you arent playing on a modified server? (Like atomix they have modified their harvester paths)

Since I havent seen this on the standard maps?

Subject: Re: Nod's Harvester

Posted by [Lone0001](#) on Fri, 13 Mar 2009 09:11:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have seen this quite a bit also(and fyi the server I see this on is not modified AT ALL).

Subject: Re: Nod's Harvester

Posted by [ChewML](#) on Fri, 13 Mar 2009 10:41:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Not seeing this in a modified server.

Also more people are saying it is caused by the PP being killed.

Subject: Re: Nod's Harvester
Posted by [RTsa](#) on Fri, 13 Mar 2009 11:18:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, has something to do with the PP being killed and the harv dying after that -> cargo plane drops a new one and it just stands there.

Haven't seen it in a long time myself, though.

Subject: Re: Nod's Harvester
Posted by [StealthEye](#) on Fri, 13 Mar 2009 12:08:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

afaik, this was introduced in scripts version x and fixed in version y, so the newest version of scripts should fix it... Might be mistaken though. Either way, I'm pretty sure it's fixed in TT.

Subject: Re: Nod's Harvester
Posted by [Genesis2001](#) on Fri, 13 Mar 2009 14:51:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Maybe the harv just needs a bit of gas? Nod can't keep up with rising gas prices so they're cutting it where they can.

Lol.

OT: Nice to know it would be fixed.

Subject: Re: Nod's Harvester
Posted by [ChewML](#) on Fri, 13 Mar 2009 17:20:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Awesome, glad to hear it is taken care of.

It really messes a round up when it happens. Lose the PP = cost X 2, then they kill harv all you get is slow creds.

Subject: Re: Nod's Harvester
Posted by [Caveman](#) on Fri, 13 Mar 2009 18:20:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Im quite sure that Jonwil fixed this in one of his script releases.

You probably see this happening in a non modified server because it hasn't been updated with the newer scripts that are in SSGM.

Subject: Re: Nod's Harvester
Posted by [Jamie or NuneGa](#) on Fri, 13 Mar 2009 23:24:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

for those who haven't figured out what he is on about, he is referring to when the nod harvester doesn't move and sits on airstrip. It happens on several maps when the pp has died and has already been fixed on up to date servers.

Subject: Re: Nod's Harvester
Posted by [UnitXc](#) on Sun, 15 Mar 2009 07:26:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

this happens alot on jelly-marathon.

If the power plant dies and the havester respawns after its destruction, it will no longer function,

during verylong games of walls we just pretend the harvester works by nudging it into tiberium and back to ref. LOL

takes about 25mintes round trip

Subject: Re: Nod's Harvester
Posted by [ChewML](#) on Sun, 15 Mar 2009 15:35:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is where you need to be able to control the harv yourself.

Subject: Re: Nod's Harvester
Posted by [Craziac](#) on Sun, 15 Mar 2009 19:38:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm almost certain it's not fixed in any scripts version. I run a modified 3.4.4 on my server and had to fix it myself.

Anyhow, I think StealthEye already has the fix for this, and if not I can give it to him.

Subject: Re: Nod's Harvester

Posted by [IAmFenix](#) on Mon, 13 Apr 2009 18:34:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

You guys need to make it so you can by and drive a harvester on every map!!!!

Subject: Re: Nod's Harvester

Posted by [TruYuri](#) on Mon, 13 Apr 2009 18:57:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

This wasn't Westwood's intention and since it would change the game overall they are not doing that.

Subject: Re: Nod's Harvester

Posted by [ErroR](#) on Tue, 14 Apr 2009 11:36:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

IAmFenix wrote on Mon, 13 April 2009 21:34You guys need to make it so you can by and drive a harvester on every map!!!!

No.
