
Subject: harvester won't move

Posted by [Stallion](#) on Fri, 10 Jul 2009 02:57:31 GMT

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Ok, I load a .lvl and save it as a .pkg (or do the steps to make it into a .mix file) and the harvy won't move (on either side). How can I fix this?

Subject: Re: harvester won't move

Posted by [Gen_Blacky](#) on Fri, 10 Jul 2009 04:00:10 GMT

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generate way path , place a human pathfinder at the airstrip and war factory. The map should already have this tho.

Subject: Re: harvester won't move

Posted by [Stallion](#) on Fri, 10 Jul 2009 04:58:37 GMT

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ya, you don't get my point. This is a map that already has this stuff setup in it (i.e. field, city, walls.....), and the ONLY thing I do is load it and save it. So, basically either something is missing or something is there but corrupt but I have no idea what.

Subject: Re: harvester won't move

Posted by [Gen_Blacky](#) on Fri, 10 Jul 2009 07:06:03 GMT

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redo the pathfinding

Subject: Re: harvester won't move

Posted by [Stallion](#) on Fri, 10 Jul 2009 08:59:46 GMT

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This happens with EVERY map I open (be it a .lvl file or a .mix that I opened), surely it's there's something else that I can do other then redoing the pathfinding for EVERY map EVERY time I want to save...

Is there perhaps something that could be missing from l.e. or configured incorrectly that could cause this?
