
Subject: Refinery/Harvester Issue

Posted by [trunkskgb](#) on Thu, 28 Aug 2014 13:47:42 GMT

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I'm making a map and I'm almost done, but I have a problem with my GDI Harvester and it's way path.

I have a "temped" Refinery because I wanted a higher credit trickle amount.

Anyway, all my buildings are set, controllers, way paths, and path find generators and blockers. When the Harvester is made at the War Factory, it follows the path to the Tiberium Field. It then returns to base, and unloads.

Then it does nothing. Nothing.

After it unloads, it just sits inside the Refinery bay, and stops moving and making any sounds at all.

Sometimes it makes two trips to the Tiberium field. Even when it makes that second trip, it never goes back out again.

I try bumping into it, pushing it, nothing.

I know the way paths are correct, because it follows them.

Why does it stop EVERYTHING after it unloads?

I've redone the way paths multiple times, I've redone the controllers, the path finding, I've even went back into max and re-added the building itself.

Could this be something in 4.1?

I literally don't know what else to do at this point.

Subject: Re: Refinery/Harvester Issue

Posted by [Xpert](#) on Thu, 28 Aug 2014 16:43:57 GMT

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I'm not a modding pro at making maps but probably something to do with you temping the GDI Refinery.

Subject: Re: Refinery/Harvester Issue

Posted by [Gen_Blacky](#) on Mon, 01 Sep 2014 22:00:14 GMT

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Delete your pathfind generators and readd them. That's how I always fixed weird issues with harvesters.

I noticed weird problems with path finding with 4.0/4.1 also. Redoing the generators usually solves

the problem.
