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Subject: Tiberum harvester....

Posted by [Lynqoid](#) on Tue, 08 Jul 2003 01:23:31 GMT

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ok i have now successfully got all buildings recognised than to the help of general and slayer,

but my harvester gets created in the war face drives forward a little then stops it dont collect any money , any ideas guys?

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Subject: Tiberum harvester....

Posted by [gendres](#) on Tue, 08 Jul 2003 01:57:54 GMT

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have you set the waypoints and pathfind generator?

check this plz

[http://www.renhelp.co.uk/Tutorials/TUT\\_Harvpathfind](http://www.renhelp.co.uk/Tutorials/TUT_Harvpathfind)

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Subject: yes..

Posted by [Lynqoid](#) on Tue, 08 Jul 2003 01:59:49 GMT

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yes i have, human pathfinder objects ect, but my harvester still does nothin

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Subject: Tiberum harvester....

Posted by [gendres](#) on Tue, 08 Jul 2003 02:03:04 GMT

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have you generated sectors? are you sure that "Innate Pathfind" is checked?

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Subject: thanx.....

Posted by [Lynqoid](#) on Tue, 08 Jul 2003 11:41:37 GMT

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thanx i just had to generate the sectors again i must of moved it after or something, thankyou for your help.

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Subject: Tiberum harvester....

Posted by [gendres](#) on Tue, 08 Jul 2003 14:32:48 GMT

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no problem

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