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Subject: Harvester Mayhem- Anybody have an answer?  
Posted by [SomeRhino](#) on Sat, 29 Mar 2003 05:22:34 GMT  
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After salvaging my temporary preset database and fixing alot of abnormal bugs (the main delay for Conquest Winter,) I have now created a new bug. The weapons factory/airstrip goes mental and doesn't stop creating harvesters. This happens both in it's .pkg version and .mix version. Does anyone know what controls the production of the harvesters, so I can change it back to normal?

Thanks.

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Subject: Harvester Mayhem- Anybody have an answer?  
Posted by [Titan1x77](#) on Sat, 29 Mar 2003 05:26:22 GMT  
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wow

Maybe you right clicked when on the refinery building controller a few times by accident and made a bunch of contollers???

Just a quick geuss

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Subject: Harvester Mayhem- Anybody have an answer?  
Posted by [bigwig992](#) on Sat, 29 Mar 2003 05:31:48 GMT  
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Same problem happned to me months ago, but when i was experiementing with 2 refineries for one team...good times, good times...

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Subject: Harvester Mayhem- Anybody have an answer?  
Posted by [SomeRhino](#) on Sat, 29 Mar 2003 05:36:26 GMT  
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Instances show only two building controllers. I'm guessing it's an error with my temporary preset database, since I cloned the controllers to tweak the funds granted on unload. Maybe I need to find one of my old backups and reconstruct the rest of it from there.

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Subject: Harvester Mayhem- Anybody have an answer?  
Posted by [laeubi](#) on Sat, 29 Mar 2003 07:41:40 GMT

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Have you defined it as buildign type Refinery and setup the Harvester object?

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Subject: Harvester Mayhem- Anybody have an answer?

Posted by [Titan1x77](#) on Sat, 29 Mar 2003 08:28:32 GMT

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why didnt you just temp a new controller?

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Subject: Harvester Mayhem- Anybody have an answer?

Posted by [Titan1x77](#) on Sat, 29 Mar 2003 08:32:03 GMT

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BTW....with the snow covering the building u can't see the beacons in the snow on your map....could cause a big problem for gdi once the BD is down and those stealth soliders come in with nukes

Also by the brigde where u can climb up to snipe down on the base.....u can't climb back down...i got screens to show you where if you don't know about these problems.

if you get the vis fixed and those minor problems you got yourself a good map!!

Loved the cave with the icy floor!!very nice looking

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Subject: Harvester Mayhem- Anybody have an answer?

Posted by [SomeRhino](#) on Sat, 29 Mar 2003 19:27:29 GMT

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Roof access has been removed from the Comm centers, and the deep snow has been removed from the airstrip. Lots of vis has been fixed. And yes, I did temp the refinerty controller, changing the unload funds variable to 700, since it takes so long for the harvester to get tiberium and come back.

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Subject: Harvester Mayhem- Anybody have an answer?

Posted by [General Havoc](#) on Sat, 29 Mar 2003 22:02:27 GMT

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Increasing the funds that the harvester brings in is a good idea if the harvester is going a long distance. However a silo would be better trickling funds into the team but i know it it not possible on your map at it's current state. It's just a bit of an ass if you harvester gets killed with \$700 in it. I haven't seen the map so i can't really say if it would cause a problem.

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\_General Havoc

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Subject: Harvester Mayhem- Anybody have an answer?  
Posted by [SomeRhino](#) on Sat, 29 Mar 2003 23:14:16 GMT  
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Defend the harvester then. I fixed the problem, rebuilt my temp presets. Thanks those of you who offered suggestions.

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