
Subject: Those pesky harvesters refuse to follow waypoints

Posted by [icedog90](#) on Fri, 19 Mar 2004 06:33:45 GMT

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I just finished a map in four days, and everything works perfectly EXCEPT the harvesters. I added waypoints the exact same way many tutorials have said, and no matter what I do, the harvesters just refuse to follow them onto the main harvester waypoint and into the tiberium. When they create in the beginning, they follow the vehicle creation waypoint, but not the harvester one that starts at the end of the creation one. It is seriously annoying and I can't get any where. Can anybody please help me?

Subject: Re: Those pesky harvesters refuse to follow waypoints

Posted by [Nightcrawler](#) on Fri, 19 Mar 2004 09:28:01 GMT

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icedog90I just finished a map in four days, and everything works perfectly EXCEPT the harvesters. I added waypoints the exact same way many tutorials have said, and no matter what I do, the harvesters just refuse to follow them onto the main harvester waypoint and into the tiberium. When they create in the beginning, they follow the vehicle creation waypoint, but not the harvester one that starts at the end of the creation one. It is seriously annoying and I can't get any where. Can anybody please help me?

You have to generate pathfinding in the menu called pathfind or something like that. But you have to add a little cube too. I don't remember what its name was but it was in the waypath folder in leveledit.

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [Oblivion165](#) on Fri, 19 Mar 2004 12:19:31 GMT

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Make sure that your path looks like this coming out of the WF and AS.

And as he said, youll need the pathfind generator, which you just pace anywhere on the map.

Any other questions can be answered by my tutorial.

<http://www.dr-oblivion.com/forums>

Its under tutorials, from step one how to make a map.

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [xpontius](#) on Fri, 19 Mar 2004 17:03:05 GMT

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The little "cube" is the human pathfind generator. You "need" it to have to have the harvesters use their "brains".

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [vloktboky](#) on Fri, 19 Mar 2004 23:37:01 GMT

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Once Scripts.dll 1.6 comes out, those pesky harvesters will be a lot better.

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [Cpo64](#) on Sat, 20 Mar 2004 00:39:58 GMT

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???

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [vloktboky](#) on Sat, 20 Mar 2004 01:30:50 GMT

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A custom script that is almost ready to go. Recreates the harvester logic with some special additions, such as having multiple paths to the tiberium field and back, working crystals being "mined" by the harvester, harvesting animations, multiple harvesters per "refinery", etc.

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [Cpo64](#) on Sat, 20 Mar 2004 04:33:00 GMT

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Fooking awsome dood!

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [icedog90](#) on Sat, 20 Mar 2004 06:23:09 GMT

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That's great, but I did put in a human path finder and the harvester still remains brainless. The waypoints are exactly like in that picture, oblivion. Any other suggestions?

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [Oblivion165](#) on Sat, 20 Mar 2004 06:35:09 GMT

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as long as its exactly like that....as in the waypath coming in to the WF has to be close to the middle bracket thing. and you have the waypath settings set right. And your tiberium field touches the waypath.....AND that you generated sectors after you placed the pathfinder. it has to work.

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [icedog90](#) on Sat, 20 Mar 2004 06:57:48 GMT

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I've done every single one. ALL. And it sits.

EDIT: I just looked over your tutorial, and I didn't generate pathfindings, but every other tutorial I've read never said that. I guess I'll do that and this time SHOULD work. Right now my computer is chugging away at it taking forever -_-

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [icedog90](#) on Sat, 20 Mar 2004 07:18:42 GMT

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OMG IT WORKS. Thank you Oblivion for replying, if you didn't I would of never gotten them to work!

I feel proud watching my baby harvester all grown up harvesting SHIT for me.

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [Oblivion165](#) on Sat, 20 Mar 2004 17:08:05 GMT

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NP, thats what its there for

Subject: Those pesky harvesters refuse to follow waypoints

Posted by [Deactivated](#) on Sat, 20 Mar 2004 17:16:47 GMT

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vloktbokyA custom script that is almost ready to go. Recreates the harvester logic with some special additions, such as having multiple paths to the tiberium field and back, working crystals being "mined" by the harvester, harvesting animations, multiple harvesters per "refinery", etc.

Will it also include unload animations? Eg. The back part of Harvester moves inside Refinery.
