
Subject: Improved harvester logic
Posted by [ErroR](#) on Fri, 03 Oct 2008 13:35:46 GMT
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Harvesters are damn dumb many times it happens that they just push each other face to face and can't move. Can it be possible to make it go back and try to avoid and obstacle (like the small toys that have a rotating wheel under it that has 2 more tiny wheels on it xD)

Subject: Re: Improved harvester logic
Posted by [Jamie or NuneGa](#) on Fri, 03 Oct 2008 15:18:33 GMT
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There is always the give harvesters more logical paths ideology, but I think this would be better left for server side modification as it may mess with gameplay far too much.

Subject: Re: Improved harvester logic
Posted by [ChewML](#) on Fri, 03 Oct 2008 22:39:44 GMT
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Should make to where you can drive the harv, and buy moar harvs.

And have the harvs from RA2 with the guns, that would be sweet.

Subject: Re: Improved harvester logic
Posted by [TruYuri](#) on Sat, 04 Oct 2008 00:45:48 GMT
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ChewML wrote on Fri, 03 October 2008 17:39 Should make to where you can drive the harv, and buy moar harvs.

And have the harvs from RA2 with the guns, that would be sweet.

I hope you're joking.

Subject: Re: Improved harvester logic
Posted by [Chuck Norris](#) on Sat, 04 Oct 2008 03:15:08 GMT
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I thought the only bug where they got stuck together was on Under, and that there was a fix for it? Thought I remember seeing it in a change list at one point.

Subject: Re: Improved harvester logic
Posted by [ErroR](#) on Sat, 04 Oct 2008 09:54:46 GMT
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yes under but they are still very dumb. Someone once pushed it on hg and it went on tuns and i fell over and blew.

Subject: Re: Improved harvester logic
Posted by [GEORGE ZIMMER](#) on Sat, 04 Oct 2008 12:48:00 GMT
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It'd be pretty awesome if you could drive harvesters as they were meant to be, but everyone here is afraid of actually changing stuff- For the better or for the worse.

Subject: Re: Improved harvester logic
Posted by [Spoony](#) on Sat, 04 Oct 2008 12:51:52 GMT
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nod harv can get stuck on wallsfly too. it's more or less game over if it happens.

Subject: Re: Improved harvester logic
Posted by [GEORGE ZIMMER](#) on Sat, 04 Oct 2008 12:52:37 GMT
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Oh no, don't you know Spoony?

Westwood intended that.

Subject: Re: Improved harvester logic
Posted by [KobraOps](#) on Sat, 04 Oct 2008 13:03:23 GMT
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Cabal8616 wrote on Sat, 04 October 2008 07:52Oh no, don't you know Spoony?

Westwood intended that.

Your retarded if you think we should drive harvesters. If u want to do that play a fan map, i think Tib.Redux.mix has that.

There is a reason they didnt add some componets of TS to the game. Because it would be dumb.

Subject: Re: Improved harvester logic
Posted by [GEORGE ZIMMER](#) on Sat, 04 Oct 2008 13:06:55 GMT
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Works pretty well for APB and other such mods, lol.

The reason WHY features weren't made is due to time restraints, not because of "Hey guys, you know, this could be really cool, but a few people might not like it... we should really not market it for a large amount of people, and market it for people in future generations so that they can refuse to let it be changed".

Subject: Re: Improved harvester logic
Posted by [KobraOps](#) on Sat, 04 Oct 2008 13:19:15 GMT
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Again im sure u were best buds with everyone that made the game so u know all this. The game seems to have done fine and is staying alive without "being able to control the harvester." And there you go if u want to control it go play APB.

We should be able to build more builings as you play too, u were able to do that in TS im sure they just didn't get around to it in renegade

Subject: Re: Improved harvester logic
Posted by [Reaver11](#) on Sat, 04 Oct 2008 13:43:42 GMT
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Cabal8616 wrote on Sat, 04 October 2008 07:48It'd be pretty awesome if you could drive harvesters as they were meant to be, but everyone here is afraid of actually changing stuff- For the better or for the worse.

A= I havent found any proof for that.

B= It just changes the gameplay of renegade and that is not where TT is for.

Subject: Re: Improved harvester logic
Posted by [Jamie or NuneGa](#) on Sat, 04 Oct 2008 14:12:35 GMT
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Just make a mod command that will kill harv, problem solved.

Subject: Re: Improved harvester logic

Posted by [GEORGE ZIMMER](#) on Sat, 04 Oct 2008 14:18:47 GMT

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Seeing as how in LE, there's startup, idle, and shut down sounds for the harvester, I figured there were plans at one point to make them driveable. Plus, they were controllable in every C&C game I know of, not just TS, lol...

There were tons of features that were planned for Renegade, but since EA has incredibly shitty game management, yeah.

Subject: Re: Improved harvester logic

Posted by [danpaul88](#) on Sat, 04 Oct 2008 17:23:37 GMT

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There are sounds for the harvester because the AI harvester plays when when its driving around, duh.

As for being able to drive harvesters, that's just a stupid idea. It works in APB because the game was balanced with that in mind. To do it in Renegade would wreak havoc with the balancing.

Yes, they were controllable in all other games, but, in case you have forgotten, those are RTS games, and Renegade is an FPS. There are obvious reasons why things that work in RTS games are NOT suited to an FPS game.

Subject: Re: Improved harvester logic

Posted by [R315r4z0r](#) on Sat, 04 Oct 2008 17:32:37 GMT

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It wouldn't hurt the gameplay at all to include drivable harvesters just as long as there are still AI harvesters.

Extra money would make attacking the economy a much more viable strategy.

Subject: Re: Improved harvester logic

Posted by [ErroR](#) on Sat, 04 Oct 2008 18:21:44 GMT

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I don't think drivable harvs shoud be added

Subject: Re: Improved harvester logic

Posted by [Jamie or NuneGa](#) on Sat, 04 Oct 2008 19:20:39 GMT

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there are drivable harvs in fan maps, leave em there

Subject: Re: Improved harvester logic

Posted by [nikki6ixx](#) on Sat, 04 Oct 2008 21:06:45 GMT

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Nune wrote on Sat, 04 October 2008 14:20there are drivable harvs in fan maps, leave em there

Subject: Re: Improved harvester logic

Posted by [InternetThug](#) on Sat, 04 Oct 2008 21:19:21 GMT

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good idea

Subject: Re: Improved harvester logic

Posted by [Veyrdite](#) on Mon, 06 Oct 2008 00:13:39 GMT

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Server-owners can already server-side player-controllable harvesters.

Subject: Re: Improved harvester logic

Posted by [Goztow](#) on Mon, 06 Oct 2008 18:33:27 GMT

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Fix the paths if possible, if not leave the harv as it is.
