
Subject: Harvester Map Bug
Posted by [halo2pac](#) on Wed, 14 Sep 2011 23:49:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok I booted up a server with TT 4.0, and C&C_Sand as my primary map. I disabled everything:

;The options below disable said things which is pretty self-explanatory.

```
DisableBeacons=true  
DisableBaseDefenses=true  
DisablePowerPlants=true  
DisableRefineries=true  
DisableSoldierFactories=true  
DisableVehicleFactories=true  
DisableRepairPads=true  
DisableCommCenters=true
```

The harvester creates its self a thousand times and then destroys itself a thousand times every second.

wth?

Subject: Re: Harvester Map Bug
Posted by [crazfulla](#) on Wed, 14 Sep 2011 23:54:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

You need to disable the Harvester spawner.

Subject: Re: Harvester Map Bug
Posted by [halo2pac](#) on Thu, 15 Sep 2011 00:26:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

crazfulla wrote on Wed, 14 September 2011 19:54 You need to disable the Harvester spawner. Why doesn't it do that automatically when you disable that building :S ?

I set the barracks and refinery to not disabled and now NONE of the buildings are 'disabled'

Also the fds is writing logs to the wrong directory.. its doing it in serverdir\renegade\fds :S

Subject: Re: Harvester Map Bug
Posted by [jonwil](#) on Thu, 15 Sep 2011 01:10:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

For the harvester spawners, I will make it disable them if the refinery is disabled. And the location its writing the FDS logs to is the correct location. There are ways to get it to write

elsewhere though if you want.

Subject: Re: Harvester Map Bug
Posted by [halo2pac](#) on Thu, 15 Sep 2011 04:24:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Wed, 14 September 2011 21:10 For the harvester spawners, I will make it disable them if the refinery is disabled.
And the location its writing the FDS logs to is the correct location. There are ways to get it to write elsewhere though if you want.

Thanks for the first, and for the second .. I thought it was a glitch so never mind

Subject: Re: Harvester Map Bug
Posted by [jonwil](#) on Sun, 18 Sep 2011 05:19:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Harvester spawners have been fixed for the next build.

Subject: Re: Harvester Map Bug
Posted by [halo2pac](#) on Fri, 14 Oct 2011 23:59:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Toggle Spoiler

FINALLY FOUND THE DAMN SCREENSHOT DIRECTORY.

File Attachments

1) [Screenshot.18.png](#), downloaded 564 times

Warning - GDI Harvester under attack.
Nod Harvester under attack.



Subject: Re: Harvester Map Bug
Posted by [StealthEye](#) on Sat, 15 Oct 2011 00:15:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pretty. This was clearly our secret art generator feature.

Subject: Re: Harvester Map Bug
Posted by [TankClash](#) on Sat, 15 Oct 2011 03:11:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's a dragon!

Subject: Re: Harvester Map Bug
Posted by [liquidv2](#) on Sat, 15 Oct 2011 06:43:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

TankClash wrote on Fri, 14 October 2011 22:11It's a dragon!
i couldn't agree more

Subject: Re: Harvester Map Bug
Posted by [F1r3st0rm](#) on Sat, 15 Oct 2011 16:25:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

skyrim dragons invading ren already? shiiiiiii

Subject: Re: Harvester Map Bug
Posted by [halo2pac](#) on Sat, 15 Oct 2011 18:33:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

not as scary as the 35FPS I was getting!!!! I get 400 normally.
