
Subject: Harvester is confuzzed- waypath prob
Posted by [xpontius](#) on Mon, 05 May 2003 22:14:14 GMT
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For my first map, C&C Pacific I got everything done EXCEPT the waypath for harv from weapons to the tib. None of the tutorials show how to do that and im stuck at that. Can someone plz help a map making n00b?

Subject: Harvester is confuzzed- waypath prob
Posted by [Triforce](#) on Mon, 05 May 2003 22:28:05 GMT
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Its simple. You should have 3 waypaths coming from the carmaker to the outside of the war fac / airstrip. Make a new waypath starting from the end of the furthest waypoint from the tiberium and place 2 more by the tips of the other 2 waypoint ends. then lead the waypath to the tiberium. The settings should be 2-way, vehicle only and innate pathfind. Use the same settings on the refinery to tiberium path too. Place 1 human pathfind generator by the WarFac and Air Strip unloading areas. Then Generate Pathfind. Your harvesters should now follow the paths to and from.

Triforce

Subject: Harvester is confuzzed- waypath prob
Posted by [xpontius](#) on Mon, 05 May 2003 22:31:21 GMT
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Thanks I preciate the help Ill do that AND ITS DONE! first map that is.

Subject: Harvester is confuzzed- waypath prob
Posted by [maytridy](#) on Mon, 05 May 2003 23:20:45 GMT
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Can we see some pics?

Subject: Harvester is confuzzed- waypath prob
Posted by [xpontius](#) on Mon, 05 May 2003 23:30:25 GMT
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Quote:maytridy Posted: Tue May 06, 2003 2:20 am Post subject:

Can we see some pics?

I can't right now but Ill try soon. Its 2 islands in the pacific with each side on an island . In the middle is a rocky outpost perfect for snipers wanting to scale it and zoom in. There is a large sniping post on each base with emplacements as well. After I get the harv prob fixed then its pics and testing.

Subject: Harvester is confuzzed- waypath prob
Posted by [Captkurt](#) on Tue, 06 May 2003 01:55:48 GMT
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Don't forget while your in level edit to also go to object/Script Zone/CnC/Tiberium_fields/and get the Tiberium_Field_GDI and place it in the Tib field for the GDI and then get the Tiberium_Field_Nod and place it in the Tib field for Nod, it doest have to cover the whole field, just about 4 sizes or so bigger then the harvester is. In an area that you want the harvesters to do their harvesting.

The harvesters will not follow their way paths correctly and do what you expect them to do if you do not place these little green guys.

Subject: Harvester is confuzzed- waypath prob
Posted by [xpontius](#) on Thu, 08 May 2003 19:06:24 GMT
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I got that its just the waypaths that are more confusing- little green guys are in place.
