
Subject: C&C Canyon Modified Beta Realeased
Posted by [Anonymous](#) on Sun, 05 Jan 2003 22:37:00 GMT
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You also have to add the human pathfind generator object, and then generate sectors. Check this tutorial it explains it in
detail:http://www.planetcnc.com/rmnm/Tutorials_Other_Harvester_AssaultMech.htm [January 05, 2003, 22:41: Message edited by: Blazer]
