
Subject: harvester waypaths

Posted by [Anonymous](#) on Thu, 26 Dec 2002 15:52:00 GMT

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Once you make the waypath....(Make sure the start is in the vehicle creation zone and inside the tiberium zone)....Double click the little pyramid (The waypath) then go to waypath on the tab. Check two-way, Gound Vehicle and Innate pathfind Only THEN the harvy should follow the waypath much better.
