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Subject: harvester waypaths

Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:34:00 GMT

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hey all, i've made a cewl map with a river goin down the middle but the harvesters are being cheaky and they're not moving when they spawn. What do i set the waypaths to? I know that if u dont put waypaths on that the harvester will go in a straight line to the tib field, but these aren't in the line of site of the airstrip and weapons factory. Anybody know what im doin wrong or how to fix it? please please please tell me

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