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Subject: Harvester problem

Posted by [Anonymous](#) on Fri, 19 Apr 2002 17:11:00 GMT

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OK just figured it out you need to place a path find generator. Here is what I did to fix my harvester problem. Editor Objects > Pathfind Generator > HumanPlace that anywhere, I put it near the harvester path. Now On the top toolbar, click "Pathfinding" then click "Generate Sectors" and it will take a little bit. Once done my harvester works. Good luck.

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