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Subject: Harvester problem

Posted by [Anonymous](#) on Fri, 19 Apr 2002 16:31:00 GMT

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well since the patches dosent work properly.have anyone figured it out yet?well heres what i do on GDI factoryMake controller, and CTRL +P to make spawner point Make Vehecle construction zoneMake 2 paths for unitsMake 1 paths for harvester that goes to tib fiel.Cause mine do not work, and when buildingunits they just stand thereWhat else is there?????[ April 19, 2002: Message edited by: Equaliser ]

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