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Subject: Harvester is confuzzed- waypath prob

Posted by [Triforce](#) on Mon, 05 May 2003 22:28:05 GMT

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Its simple. You should have 3 waypaths coming from the carmaker to the outside of the war fac / airstrip. Make a new waypath starting from the end of the furthest waypoint from the tiberium and place 2 more by the tips of the other 2 waypoint ends. then lead the waypath to the tiberium. The settings should be 2-way, vehicle only and innate pathfind. Use the same settings on the refinery to tiberium path too. Place 1 human pathfind generator by the WarFac and Air Strip unloading areas. Then Generate Pathfind. Your harvesters should now follow the paths to and from.

Triforce

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