

---

Subject: Re: Waypoints?!

Posted by [Burn](#) on Thu, 16 Nov 2006 19:14:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hmm.. That's actually what I did with the paths. I selected one node and turned on "Two Way", "Human" and "Innate Pathfind." I kinda just assumed that Innate Pathfind meant that all of the innate soldiers would find the path. Heh heh..

I was more curious than anything. I thought it wouldn't work though because the Harvester only works when you put the path right in front of its dumb self.

Thanks for the help!

---