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Subject: Re: Problem

Posted by [Spyder](#) on Thu, 21 Dec 2006 11:31:26 GMT

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For the turrets add the script: JFW\_Base\_Defence.

For the harvester you probably have to set the waypath settings this way: Ground vehicle, Double Waypath, Innate vehicle. That should make it work. The rest of the vehicle waypaths only require the ground vehicle and innate vehicle, not the double waypath.

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