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Subject: Re: C&C 3 Demo Coming Soon!

Posted by [Jerad2142](#) on Fri, 16 Feb 2007 06:12:19 GMT

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Viking wrote on Thu, 15 February 2007 13:37 What I want is for harvisters to not b retarded. Like on is halfway across the map, the other is right next to the refinery. But the one halfway across the map is gong to the ref so the one that is at the ref already sits there and waits for that one when it could be unloaded by the time it got there... I hate that shit.

I think RA2 fixed this problem.

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