
Subject: Re: Renegade Resurrection goes beta!
Posted by [Crimson](#) on Sun, 10 Jun 2007 09:29:19 GMT
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If the GDI harvester's waypath stays out of reach of the Obelisk, then the Nod harvester's path should stay out of the way of the AGT. Making the gun not fire at it is really a workaround when the real fix should be changing the waypaths of both harvester so they still go the same distance into the tunnel as each other but without getting into the path of base defense.
