
Subject: Re: C&C_Epocilation

Posted by [R315r4z0r](#) on Wed, 25 Jul 2007 05:28:06 GMT

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Hmm, Ok I floodfilled the map to get the harvesters to use the waypaths I gave them.. took like an hour and all of my CPU power, but when I test in game, the harvesters find the Tiberium fields all right, and travel back to the refinery fine... the only problem is that they don't use the waypaths that I told them to follow..

And I fear that this throws the economy off because now they are using their own stupid logic, and the Nod harvester's route is a bit shorter than the GDI harvester's route...
