
Subject: Harvester won't work

Posted by [RidoYugo](#) on Mon, 22 Sep 2008 13:22:24 GMT

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Hello,

I want to remake some multiplayer maps, but the harvester won't work.

I've made the .lvl file with levelredit.

Then i've edited the map with leveedit and saves it as a .mix

I've loaded in my FDS, only the harvester get out of the WF but then he stand still and do nothing anymore.

How can i fix this?

Thanks!!

Yours,
RidoYugo
