
Subject: Harvester problem

Posted by [RidoYugo](#) on Tue, 23 Sep 2008 11:53:51 GMT

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Hello,

I want to remake some multiplayer maps, but the harvester won't work when i've saved the map. I've made the .lvl file with levelredit.

Then i've edited the map with leveledit 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
