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Subject: Improved harvester logic

Posted by [ErroR](#) on Fri, 03 Oct 2008 13:35:46 GMT

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Harvesters are damn dumb many times it happens that they just push each other face to face and can't move. Can it be possible to make it go back and try to avoid an obstacle (like the small toys that have a rotating wheel under it that has 2 more tiny wheels on it xD)

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