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Subject: Re: Harvesters without a WF - Leveledit  
Posted by [Gen\\_Blacky](#) on Sat, 27 Jun 2009 04:18:12 GMT  
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Also do this, need to generate the way path and put human path finders.

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=35>

Edit: Just noticed you said you generated the way paths. Does the harvester spawn ? Does the harvester just sit there ?

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