Subject: Re: Harvesters without a WF - Leveledit Posted by Gen\_Blacky on Sat, 27 Jun 2009 18:51:57 GMT View Forum Message <> Reply to Message

discard your pathfinding data and generate the sectors. make sure to add a human path finder near each refinery, where the harvester spawns and see if that helps.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums