
Subject: Re: RA_Fjord

Posted by [crazfulla](#) on Tue, 13 Sep 2011 22:05:32 GMT

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Have you figured t out yet? I just thought you could add pathfind blockers around the back of the dropzone - which may cause the Harvester to drive off the front. Not entirely sure though.

If you do fix it, let us know how because Iran wanted to impliment that fix on City (Flying).
