

---

Subject: Re: Map errors with 4.1

Posted by [Jerad2142](#) on Fri, 14 Feb 2014 18:40:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I know you said the server now tries to block ID collision issues, what happens if one of these harvester waypaths had a waypoint ID that collided with an object on the level?

By the way, from my experience the harvester only uses pathfind to get to the start of the waypath, once following the waypath they'll follow it into walls or loop in circles if the user made the path to do so, so I doubt it is a pathfind issue unless the creator did something weird with the waypath (like starting it half a mile away from the warfactory/refinery).

---