
Subject: Harvester not working on C&C_Sand.mix

Posted by [GoTWhiskéY](#) on Wed, 01 Mar 2006 17:01:01 GMT

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Hi all, I recently added Sand to my dedicated server rotation, but I noticed the harvesters are stuck and don't move. Is this supposed to happen, or is it maybe because I have it first in the rotation? i'm TEH stumped

Subject: Re: Harvester not working on C&C_Sand.mix

Posted by [Goztow](#) on Wed, 01 Mar 2006 19:25:24 GMT

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They are supposed to work :-S. Is it the CP1-version of Sand?
