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Subject: Question...

Posted by [Griever92](#) on Fri, 14 Mar 2003 23:03:30 GMT

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Ok, I've noticed in Westwood's Multi Maps, there is a Harvester waypoint coming from both the Refinery and Weap Fact/Airstrip. I was just wondering what this is and what it does? I've never had to use this myself, just wondering why they set it up that way.

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Subject: Question...

Posted by [Demolition man](#) on Fri, 14 Mar 2003 23:33:29 GMT

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New harvester needs to drive from the WF/air to the tib field and then back to ref. From ref to tib etc

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Subject: Question...

Posted by [laeubi](#) on Sat, 15 Mar 2003 08:28:58 GMT

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You find a tutorial for that at <http://www.laeubi.de/tutorials>

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Subject: Question...

Posted by [Cpo64](#) on Sat, 15 Mar 2003 15:45:35 GMT

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Its funny, I have had Harvies run around with know waypoints at all, and I have had them working with only one going from the Ref to the Tib. Then again I have had them come out of the WF/Strip, and not move at all. Harvies, they realy tick me off.

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Subject: Question...

Posted by [laeubi](#) on Sat, 15 Mar 2003 17:52:45 GMT

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It works for the Harvey without any Waypath, if you gnerate the apthfind, but if there is a special way the Harvey had to go, Waypathes ar a must.

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Subject: Question...

Posted by [bigwig992](#) on Sat, 15 Mar 2003 18:23:18 GMT

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I just noticed, I've never seen a harvy pop out of the back of the C-130 for the Nod side....weird...

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Subject: Question...

Posted by [Cpo64](#) on Sun, 16 Mar 2003 17:27:49 GMT

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bigwig9921 just noticed, I've never seen a harvy pop out of the back of the C-130 for the Nod side....weird...

Huh? You mean, you never seen the harvy get dropped off? One time I was playing with it and it just kept dropping them off, over and over again, it was not fun...

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