

---

Subject: Harvester Probs. in LevelEdit

Posted by [Oblivion165](#) on Thu, 19 May 2005 22:54:20 GMT

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

---

Editor Objects ~ Human Pathfind Generator

Place it anywhere on the map, its invisible when the map loads ingame.

Generate Sectors

That will allow your\* Harvy to work properly.

---