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Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [SWNight](#) on Tue, 04 Sep 2007 18:42:33 GMT

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Jerad Gray wrote on Tue, 04 September 2007 13:40 You must generate pathfind. Then it will open for the harvester (oh ya, after you generate pathfind, check "opens for vehicles" somewhere in the gates settings).

Ok, thanks, i've already checked "Opens for vehicles".

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