

---

Subject: Re: Map Fixes

Posted by [zillia](#) on Wed, 17 Oct 2007 19:01:51 GMT

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

---

Goztow wrote on Wed, 17 October 2007 13:21Harvesters don't move out, they just stay stuck at the warf/air :-S.

That sounds/seems odd i tried it on my server with no problems to report, all that was done was vis, so i fail to see how that created that problem for you.

Can someone else test the map please and confirm the error gozy is getting?

As i have had no problems with any of the map on my server or my test server.

#### File Attachments

---

1) [C&C\\_Glacier\\_Flying.zip](#), downloaded 173 times

---