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Subject: Re: Harvester controllers

Posted by [Jerad2142](#) on Mon, 25 Feb 2008 15:49:16 GMT

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There is no "harvester controller" The refinery will automatically build the vehicle preset that is in its controller field. It then attaches a script that controls the harvester and moves it toward tib zones. Pathfind is important for this and so are waypaths. Also the harvester will try to drive back to the refinery controller, so it is important to have pathfind.

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