
Subject: Harvester Probs. in LevelEdit
Posted by [buzzard](#) on Thu, 19 May 2005 22:46:58 GMT
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Ok, I have the waypath innate two-way set up, but the harvest on either team won't follow it!(or for that matter leave the building factorys/airstrips) What do I do?

Subject: Harvester Probs. in LevelEdit
Posted by [Oblivion165](#) on Thu, 19 May 2005 22:54:20 GMT
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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.

Subject: Harvester Probs. in LevelEdit
Posted by [buzzard](#) on Fri, 20 May 2005 01:19:07 GMT
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I figured that was what I had to do, but I was going to do that at the end. Thnx!

Subject: Harvester Probs. in LevelEdit
Posted by [Oblivion165](#) on Fri, 20 May 2005 02:53:30 GMT
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Np, Just use my tutorial here:

<http://renhelp.co.uk/?tut=59>

For any more questions setting up a map.
