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Subject: Pathfind blocker?

Posted by [Anonymous](#) on Fri, 31 Jan 2003 10:24:00 GMT

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That only block the pathfind, that does not mean, that vehicles can't get there. It's just for the harvester, so that it don't fall into a river or try's to drive into tunnels. For the Vehicle can'T aces thing use a plane or Box with W3D option [x]vehicles and [x]hide activated.

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