
Subject: Re: SG:/Bug
Posted by [JeepRubi](#) on Mon, 06 Jun 2005 00:13:43 GMT
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bandie63 wrote on Sat, 04 June 2005 18:19 If the Harvesters followed the same waypath, they would crash, I believe anyway... but good idea!

all u have to do is add multible waypoints and for maps like walls that have 2 tib fiels a harvester could go to each
