

---

Subject: Re: Harvy not working

Posted by [YSLMuffins](#) on Sun, 30 Oct 2005 01:33:54 GMT

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

---

Try placing a Human pathfind generator closer to the Weapons Factory. Or create a waypoint path from the factory to the tiberium patch. Or make the tiberium scriptzone area bigger. Or raise the car marker a little above the weapons factory floor.

---