
Subject: Harvester is confuzzed- waypath prob
Posted by [Captkurt](#) on Tue, 06 May 2003 01:55:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Don't forget while your in level edit to also go to object/Script Zone/CnC/Tiberium_fields/and get the Tiberium_Field_GDI and place it in the Tib field for the GDI and then get the Tiberium_Field_Nod and place it in the Tib field for Nod, it doest have to cover the whole field, just about 4 sizes or so bigger then the harvester is. In an area that you want the harvesters to do their harvesting.

The harvesters will not follow their way paths correctly and do what you expect them to do if you do not place these little green guys.
