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Subject: Re: bots

Posted by [Slave](#) on Sun, 10 Jun 2007 09:28:54 GMT

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You don't need waypaths to have bots to move around on the map. If you generate pathfinding, the map will be split up in many little zones, and when it's done, bots will automatically know how to get where.

Only the harv will need waypaths; It can't find the tiberium field by itself.

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