
Subject: Nod Harvy not working....

Posted by [c0vert7](#) on Tue, 31 Jul 2007 23:22:26 GMT

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I have no idea what is the cause here, I placed the waypaths down, selected the right settings, placed a human pathfind down right in the middle of the waypaths, did the exact same for gdi and hit generate sectors. The gdi harvester is working but the nod harvester just goes down the first waypath and sits there. Wont follow the waypath to the tiberium for some reason. I am stumped.
