
Subject: Re: Nod Harvy not working....

Posted by [c0vert7](#) on Wed, 01 Aug 2007 00:20:53 GMT

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IDK wats the problem here... I found out the waypath that goes to ref didnt have the right settings so I thought that was the problem. No thats not it.... I put another waypath with "nodes" at the front of each waypath comeing down the strip and nope. And yes the tanks and the harvester all roll down the airstrip. The harvy just roles down to the end of the first waypath and stops...
