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Subject: Re: Tiberium Ain't Healthy

Posted by [GEORGE ZIMMER](#) on Fri, 29 Feb 2008 01:47:34 GMT

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Set up paths for the bots to follow, so if they go near tiberium, they'll go into a pathway and avoid it. Similar to how you get a harvesters to go TO tiberium, although I've never really tested this myself, so I could be wrong.

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