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Subject: Re: Harvester won't work

Posted by [DL60](#) on Sat, 27 Sep 2008 07:10:36 GMT

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No I think more that he forgot to generate the pathfind sectors.

I don't really know but LevelRedit doesn't imports the pathfind sectors (it imports waypoints and pathgenerator but not the sectors (like VIS)).

Try this:

- open LE
- click on "Pathfinding"-Tab in options
- click "Generate Sectors"
- save your level
- export to mix

That should work I think.

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