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Subject: Re: harvester won't move

Posted by [Stallion](#) on Fri, 10 Jul 2009 08:59:46 GMT

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This happens with EVERY map I open (be it a .lvl file or a .mix that I opened), surely it's there's something else that I can do other than redoing the pathfinding for EVERY map EVERY time I want to save...

Is there perhaps something that could be missing from I.e. or configured incorrectly that could cause this?

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