
Subject: Re: Having trouble making a mod
Posted by [danpaul88](#) on Sat, 24 Apr 2010 13:17:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

greenirrad wrote on Fri, 23 April 2010 15:12 And how do I make the harvester move?

danpaul88 wrote on Tue, 20 April 2010 16:00 Make sure to generate pathfinding data before exporting the map so the harvesters work properly.

Did you generate the pathfinding data as suggested?
