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Subject: Harvester and RA2

Posted by [Sk8rRIMuk](#) on Sun, 09 Mar 2003 14:58:24 GMT

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OK this is difting off topic so back to the topic and does anybody know:

- How to make a zone that can only be entered by a harvester
- Will it follow its waypath when teleported?

-Sk8rRIMuk

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