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Subject: Re: Those pesky harvesters refuse to follow waypoints

Posted by [Nightcrawler](#) on Fri, 19 Mar 2004 09:28:01 GMT

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icedog90I just finished a map in four days, and everything works perfectly EXCEPT the harvesters. I added waypoints the exact same way many tutorials have said, and no matter what I do, the harvesters just refuse to follow them onto the main harvester waypoint and into the tiberium. When they create in the beginning, they follow the vehicle creation waypoint, but not the harvester one that starts at the end of the creation one. It is seriously annoying and I can't get any where. Can anybody please help me?

You have to generate pathfinding in the menu called pathfind or something like that. But you have to add a little cube too. I don't remember what its name was but it was in the waypath folder in leveledit.

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