
Subject: Those pesky harvesters refuse to follow waypoints
Posted by [Oblivion165](#) on Fri, 19 Mar 2004 12:19:31 GMT
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Make sure that your path looks like this coming out of the WF and AS.

And as he said, you'll need the pathfind generator, which you just place anywhere on the map.

Any other questions can be answered by my tutorial.

<http://www.dr-oblivion.com/forums>

It's under tutorials, from step one how to make a map.
