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Subject: Those pesky harvesters refuse to follow waypoints

Posted by [vloktboky](#) on Sat, 20 Mar 2004 01:30:50 GMT

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A custom script that is almost ready to go. Recreates the harvester logic with some special additions, such as having multiple paths to the tiberium field and back, working crystals being "mined" by the harvester, harvesting animations, multiple harvesters per "refinery", etc.

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