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Subject: Those pesky harvesters refuse to follow waypoints

Posted by [Oblivion165](#) on Sat, 20 Mar 2004 06:35:09 GMT

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as long as its exactly like that....as in the waypath coming in to the WF has to be close to the middle bracket thing. and you have the waypath settings set right. And your tiberium field touches the waypath.....AND that you generated sectors after you placed the pathfinder. it has to work.

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