Subject: Those pesky harvesters refuse to follow waypoints
Posted by Deactivated on Sat, 20 Mar 2004 17:16:47 GMT
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vloktbokyA 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.

Will it also include unload animations? Eg. The back part of Harvester moves inside Refinery.