Posted by CrazyBastard on Sun, 26 Mar 2006 01:09:44 GMT
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I have made a map, pretty much 100% bug free except for one thing. Harvys keep getting dropped off by the C-130...so there is like a big traffic jam of them on the strip :S The GDI harvester is working perfectly, and infact I copied and pasted the waypoint paths for Nod cuz the map is symetrical...so I have no Idea why this is happening. Any ideas?

click the screenie below:

File Attachments
1) harv prob.JPG, downloaded 676 times

Unit ready.

crazfulla

S

EVA

+100
100

Credits: 10
Time Remain