Subject: Re: Basegates - Why don't they open for Harvesters?? Posted by Jerad2142 on Tue, 04 Sep 2007 18:40:54 GMT View Forum Message <> Reply to Message

You must generate pathfind. Then it will open for the harvester (oh ya, after you generate pathfind, check "opens for vehicles" somewhere in the gates settings).

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums