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Subject: Re: Map Fixes

Posted by [zillia](#) on Wed, 17 Oct 2007 19:01:51 GMT

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Goztow wrote on Wed, 17 October 2007 13:21Harvesters don't move out, they just stay stuck at the warf/air :-S.

That sounds/seems odd i tried it on my server with no problems to report, all that was done was vis, so i fail to see how that created that problem for you.

Can someone else test the map please and confirm the error gozy is getting?

As i have had no problems with any of the map on my server or my test server.

### File Attachments

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1) [C&C\\_Glacier\\_Flying.zip](#), downloaded 201 times

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