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Subject: C&C Canyon Modified Beta Realeased  
Posted by [Anonymous](#) on Sun, 05 Jan 2003 15:46:00 GMT  
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Right. You have 3 waypoints from the WF/AS for the vehicles that are created. Then another waypoint from the WF/AS to the tiberium field (and set it for innate pathfind). Then a waypoint from the tiberium field to the refinery, and set THAT waypoint to two-way and innate pathfind. Make sure the tiberium waypoint ends INSIDE the tiberium zone. Note: the other vehicles won't go to the tib field because only the harvey seeks innate pathfind waypoints. When the harvey is spawned, it seeks the closest pathfind waypoint and follows it. 2-way obviously makes it able to follow it from the other direction.

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