
Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=
Posted by [Anonymous](#) on Fri, 28 Jun 2002 16:17:00 GMT

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Good to know! So if you want a vehicle initiate path you have to put it outside the loading zone? Also, If you place the vehicle up a little from the ground, the airplanes will come out right correct? I did find out that the harvesters find the quickest way and that made me frustrated too, but if you put out the pathfind blockers and you display path sectors you'll see that the bluish boxes don't connect, which is good. I think I'll be doing some updating.
