
Subject: Hjelstrom

Posted by [Anonymous](#) on Tue, 23 Apr 2002 04:52:00 GMT

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quote:Originally posted by Doc6886:ya the textures part is the barbed wire...also, some guy on the mod team i'm on said this:Bizz Recruit Member # 1557 Rate Member posted April 22, 2002 17:53 -----I've added a unit for both sides now, but when I play a map and build my unit it doesn't work. If I am GDI the unit gets stuck in the War Factory or if I am Nod it sits in the air above the airstrip. Can anyone help me?Note: The map I am using was not made by me. It is just a normal map that Westwood made. can u answer that abjab?Have you set the way path ? do they connect to the construction zone ?, also you need a path that goes from the vehicule_construction zone to the tiberium_field for the harvester anyway it as been explain before in many post, look at pages 30 and up, heres a link of one topicwar factory/ airstrip controlers
