Subject: Help: Pathfinding, Generate Sectors.
Posted by WNxCABAL on Wed, 07 Jul 2004 20:59:19 GMT

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Time spent generating z-values: 0 secs.
Time spent compressing: 0 secs.Hi, I have recently completed (well, nearly) a map for ren.
It would be practically complete if I could get the Harvester to follow its waypath!
I know how to mkae it follow a waypath, by Generating Sectors, but for some reason, it is not allowing me to!
Here is a SS of what you see for about 2 seconds, then that window disappears:

I also checked the log at the bottom of the window and it says this:

Quote:Time spent generating z-values: 0 secs.
Time spent compressing: 0 secs.

Can anybody tell me what I have to do in order to give it a shunt up the ass in order for it to slow my pc down to generate its sectors?

Thanks

Andy

(A.K.A. TnTANDY)[/quote]