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Subject: Waypoint Problems

Posted by [Sanada78](#) on Mon, 20 Sep 2004 01:31:25 GMT

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I've never really knew how these work but I have a problem with the GDI Harvester. It doesn't follow the waypoints I layed out, but instead goes the wrong way. It still reaches the Tiberium Field and then follows the correct waypoints from then on, but it gets there before the Nod Harvester, making it unfair.

The waypoint settings are "Ground Vehicle" and "Innate Pathfind". The Nod Harvester works and follows the correct waypoints.

If this helps, I've also taken a screen of the generated sectors.

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