is that so? according to the renhelp site it says to do the waypoints first...then add the pathfind generator and generate sectors....Ill try doing the waypoints from scratch. I regenerated the sectors and low and behold...... GDI had a traffic jam outside the WF and Nod was working properly :S

File Attachments
1) harv prob 2.JPG, downloaded 389 times

NW

EVA

+200 150

crazfulla

175

Credits: 98
Time Remain