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Subject: Re: Server side Mod.

Posted by [zunnie](#) on Sun, 22 Apr 2007 09:41:35 GMT

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Merovingian wrote on Sat, 21 April 2007 21:07Waypaths don't work serverside unless you include the .lsd file

Thats not true.

If the waypaths dont work you

1- misplaced the Car thingy

2- the first waypoints are not "dropped to ground" and inside the vehicle construction zone

3- you didnt place (enough) "Human" pathfind generators.

Waypaths are 100% serverside.

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If you cant buy flying vehicles, go to "Edit -> Level Settings" and select "Allow Flying Vehicles".

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