

---

Subject: Re: Server side Mod.

Posted by [JasonKnight](#) on Sun, 22 Apr 2007 18:52:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

zunnie wrote on Sun, 22 April 2007 04:41  
Merovingian wrote on Sat, 21 April 2007 21:07  
Waypaths 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.

--

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

Thanks for the help but I am still having problems and questions.

First problem is the flying vehicals, I know exactly where you want me to go, but when I click on "Edit>Level Settings" LE crashes...

The other is a question. What would change with the transition that would make the waypoints stop working? like i said before, they worked 100% when it was just plain C&C\_Walls but when I changed those 3 things to make it flying they then stopped.

sorry i know im a pain, but thanks for all the help everyone.

EDIT:> BTW im having the same problem on City Flying, thats why the following pics are from City Flying.

Ok, i took a look at the waypoints a bit closer, basically thinking it was this.

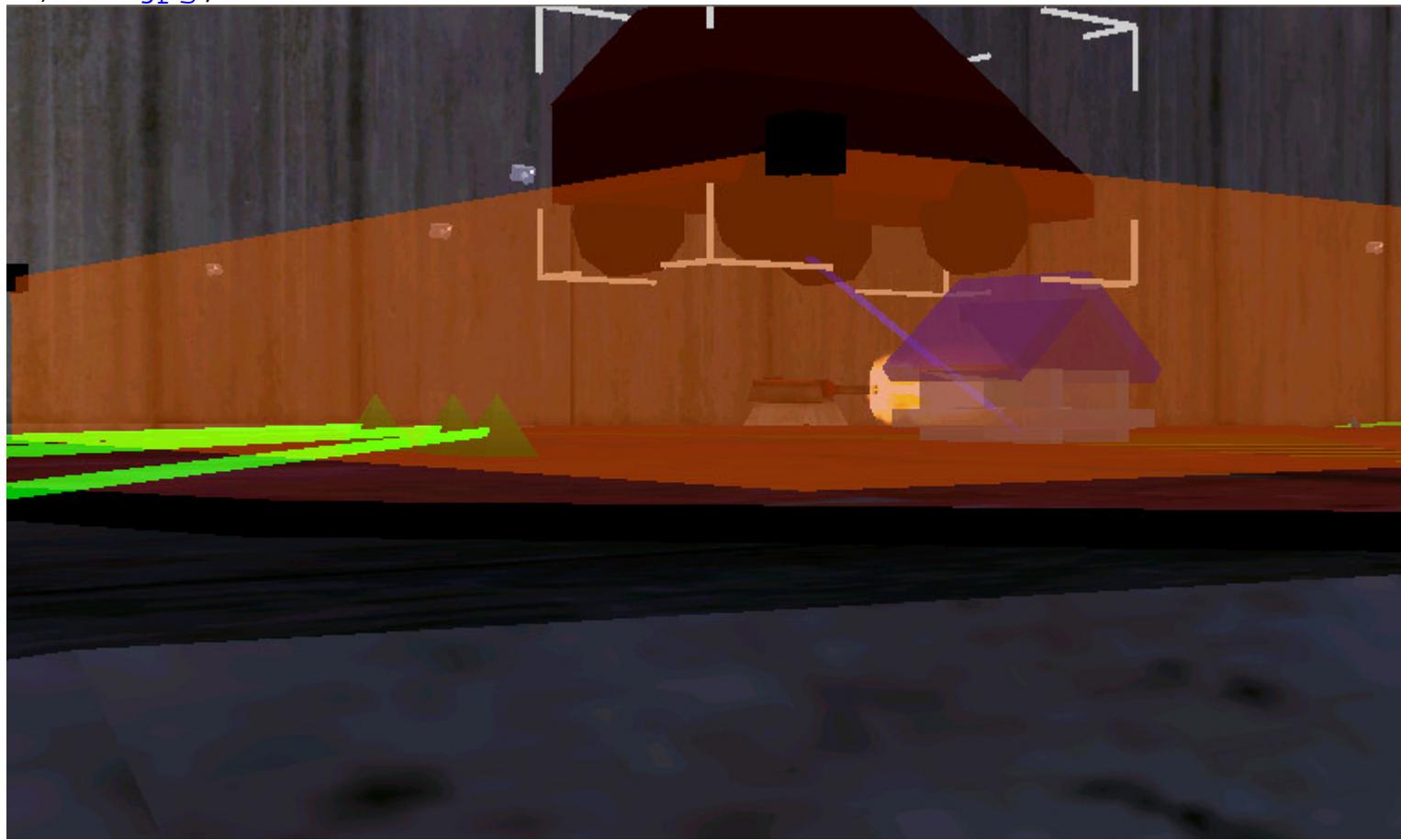
- 1- misplaced the Car thingy
- 2- the first waypoints are not "dropped to ground" and inside the vehicle construction zone

and I dont see anything wrong, so here are screenys.

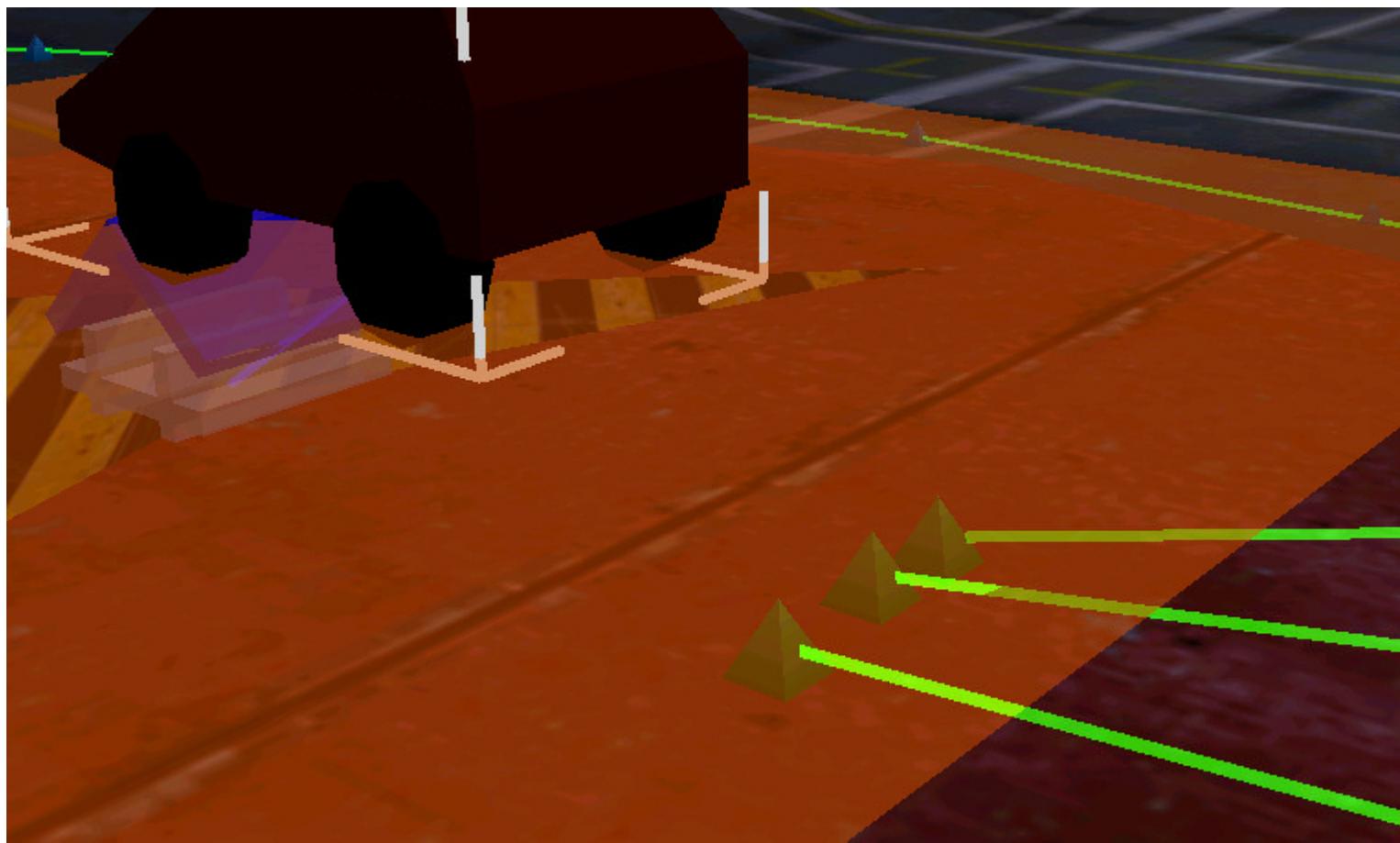
## File Attachments

---

1) [12.jpg](#), downloaded 523 times



2) [11.jpg](#), downloaded 526 times



3) [10.jpg](#), downloaded 512 times

