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Subject: Re: Server side Mod.

Posted by [JasonKnight](#) on Mon, 23 Apr 2007 18:00:36 GMT

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Jerad Gray wrote on Mon, 23 April 2007 11:20Okay, you must put the waypaths and death zone on the ground, the vehicle can be created in the air, just raise the death zone.

Also, the flying vehicle this is caused by not checking allow flying vehicles in level editor, it has been occurring ever sense jonwil implemented his new purchase method.

so lets say I take everything away from there, and redo it by hand.

Redraw the waypoints, all three of them, in the buildings area find the Nod Airstrip and put that little #> down on it, and then CTRL+P the little car to face away, then put the build area and it should be done?

i mean, i dont understand what changes when i selected those things in the terrian area to make it flying... and yes i also go into level settings and check enable flying.

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