Subject: Simple Cover Spot Problem
Posted by Burn on Sat, 10 Jan 2009 03:41:50 GMT

OK I've been working on this stupid thing for hours and can't seem to figure out what's causing it. I didn't break any rules while making the map...

Whenever I try to make a cover zone, it is made but when I click on it the highlight box is red instead of white. And, in the game the AI completely ignore the cover zone. The zone is up high enough and not colliding with anything else. It's just out in the open and not making itself a valid cover spot. Also, when I attempt to add an attack location that comes up as red too.

My whole map is inside a cave, is that what's causing it?

I know there may be many things that could cause this problem and you may want more of a description, but does anyone know of something simple that may cause this?

Help is always appreciated! Thanks!

Burn

EDIT: This doesn't seem to be a problem. After looking at the map again the AI are not ignoring the cover zones. It's just strange that the zones come up as red instead of white. Nevermind!