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Subject: LevelEdit Final Steps

Posted by [Vibrostranger](#) on Mon, 20 Apr 2009 19:40:53 GMT

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yea, i finished with the terrain part decided to not use silos...

Anyways, my AGT and Obelisk arent working, it shows the name, but doesnt fire at enemys, i followed the tutorials on how/ where to put the little blue houses, but still no luck :-/

Then my stupid Harvester wont follow my waypath to the tiberium area i planned out. Harvy keeps bumping into buildings and walls.. do i have the correct path? i used Vehicle waypath innate

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