Subject: Having some issues modifying the Airstrip waypoints serverside
Posted by iRANian on Tue, 09 Aug 2011 22:16:20 GMT
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I've edited the waypoints of the drop off vehicles and the Harvester like shown in the attached screenshot but even after adding a Human Pathfind Generator and generating pathfinding the vehicles don't use any of these waypoints. I'm copying the .ldd file created into my FDS' data folder, and I know its applying it because the kill zone I've added works.