Subject: Re: Having some issues modifying the Airstrip waypoints serverside
Posted by crazfulla on Sun, 14 Aug 2011 01:17:34 GMT
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In your original screenshot it looks like there are two waypaths, one to drive the harvy from the refinery to the tib field and another to drive it back. Is this correct? This is completely superfluous as you can make one waypath "two way" (there is a checkbox to do this when you hit modify on the waypath).

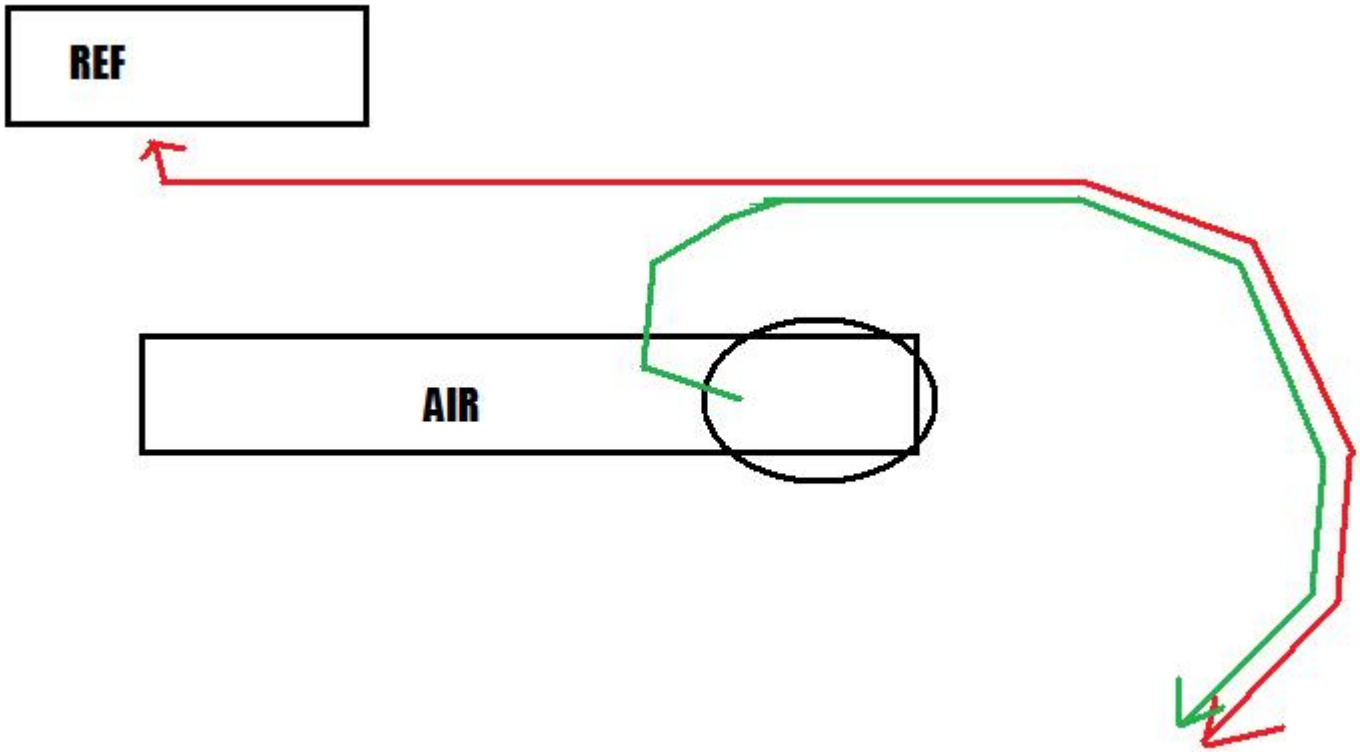
The reason the harvester ignores your short, 3 waypoint path is because it goes nowhere near the Tib field. I suspect that it always takes the most direct route to the tib field. As such you will need to have ONE complete waypath from the vehicular spawn / crush zone to the tiberium field zone.

I would recommend making the two waypaths from the Refinery 2 way, and re-route one so that instead of going to/from the Refinery, it goes to/from the Air strip. Not that the harvester will ever go back to the air anyway, but ya know.

Heres a wee picture to give you some idea:

If that doesn't work I would be highly surprised.

PS... Sorry I'm too lazy to do it myself.

File Attachments

1) fixed waypath.jpg, downloaded 441 times