
Subject: Re: Having some issues modifying the Airstrip waypoints serverside
Posted by [iRANian](#) on Sun, 14 Aug 2011 01:39:03 GMT

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They are from the stock City_Flying map, it appears as the engine ignores that waypoint completely on all stock maps. My issue is with editing the waypoint serverside entirely, even touching the Airstrip construction/kill zone makes it when I add the .idd file to my FDS' Data folder that all vehicles drop off but just stay still on the Airstrip, instead of following one of the three small waypoints to drive off the Airstrip.
