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Subject: Re: C&C\_Fjord Beta 2

Posted by [Aircraftkiller](#) on Sat, 10 Sep 2011 05:17:17 GMT

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Aircraftkiller wrote on Fri, 09 September 2011 00:39I can't seem to fix the way paths leading off the runway, regardless of how many times I delete and remake the paths or re-run pathfind generation.

I know you're trying to help, but I've already been notified of this bug several times now. I even mentioned it in the thread.

The AGT's missile spawns that high so that it can attack you if you're behind a hill. I can lower it by a meter or two to fix that problem. I just didn't want Artillery sitting behind the first hill by the GDI Tiberium field in plain view of the AGT without it attacking them.

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