Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Sun, 05 Jan 2003 11:47:00 GMT
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The Beta of my maps is realeased a few bug ar detected   i Download
===Is me Oz2400 i have a little probleme
with my Login=== [January 05, 2003,
11:53: Message edited by: N/A]

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Sun, 05 Jan 2003 11:59:00 GMT
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What is fixed in the map?

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Sun, 05 Jan 2003 13:56:00 GMT
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i followed ACK's tutorial to the letter regarding the refinery and airstrip. all the waypoints work for
the airstrip when i buy a vehicle, but when the c1-30 drops down the harvie, it begins to move and
then just sits there. please help!!

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Sun, 05 Jan 2003 13:57:00 GMT
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Do you also have waypoints leading to the tiberium field from the Airstrip? Do you have
waypoints from the tib field to the refinery, and set to 2-way?

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Sun, 05 Jan 2003 14:05:00 GMT
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i need waypoints from the strip to the tib field?!?!?! nice tutorial ACK...so i make a waypoint from
the aristrip, to the tib field? what settings do i give it? and i asume it takes the [refinery <--> tib
field] waypoint back?how does the game know that the [strp <--> tib field] waypoint is only for the
harvie and not for other vehicles?

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see this picture (Thanks to S-c-o-r-e Tutorial)The first Box(grey) is Weponsf. The mid is ref the green is the Tiberiumfield.The waybapthes msut have enabled the 'Two way' and 'inates pathfind'At problems, you can also ask at my Mod Forum and I'll help you   [January 05, 2003,

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Subject: C&C Canyon Modified Beta Realeased

waypoints 1, 2, 3 = not two way?2 and 4 are seperate waypoints?isnt waypoint path 5 the only one that would have two way?

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Right. You have 3 waypoints from the WF/AS for the vehicles that are created. Then another waypoint from the WF/AS to the tiberium field (and set it for inate pathfind). Then a waypoint from the tiberium field to the refinery, and set THAT waypoint to two-way and inates pathfind. Make sure the tiberium waypoint ends INSIDE the tiberium zone.Note: the other vehicles wont go the the tib field because only the harvey seeks innate pathfind waypoints. When the harvey is spawned, it seeks the closest pathfind waypoint and follows it. 2-way obviously makes it able to follow it from the other direction.

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quote:Originally posted by try_lee:No chance!Find somewhere other than FilePlanet ond I'll consider getting it.Yes just is is my probleme the server The mod take (125 or 225 MB) JUST THE BETAand no server can get it just File Planer

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its still not working!! refer to this pic : http://www.s-c-o-r-e.de/maptut/bilder/063.jpg1 = no extra settings2 = "3 = "4 = innate pathfind, ground vehicles5 = innate pathfind, ground vehicles two wayis this right??

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Sun, 05 Jan 2003 16:44:00 GMT
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125mb!?!?!?   for a mod? what did you put in it?

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Sun, 05 Jan 2003 18:38:00 GMT
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Have you generated the pathfinding?

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Sun, 05 Jan 2003 22:37:00 GMT
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You also have to add the human pathfind generator object, and then generate sectors.Check this
tutorial it explains it in
detail:http://www.planetcnc.com/rmnm/Tutorials_Other_Harvester_AssaultMech.htm [January
05, 2003, 22:41: Message edited by: Blazer]

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Mon, 06 Jan 2003 00:05:00 GMT
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No chance!Find somewhere other than FilePlanet ond I'll consider getting it.

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Mon, 06 Jan 2003 05:03:00 GMT
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I have posted the tutorial here.

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Mon, 06 Jan 2003 05:35:00 GMT
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quote:Originally posted by Tiberc:125mb!?!?!?   for a mod? what did you put in it?Yes i know is
ewerson but a special efect is in this mod The Nod Have GDI Veicle (for active it enter extra
fnkaqrrm)

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Mon, 06 Jan 2003 06:46:00 GMT
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Umm, how did you end up with a 125 MB mod to change the presets of the PTs?

Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Mon, 06 Jan 2003 11:40:00 GMT
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Laubi --one of your pictures is a broken link - the one for the path from the ref. to the field...nice one --

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Subject: C&C Canyon Modified Beta Realeased
Posted by Anonymous on Tue, 07 Jan 2003 00:04:00 GMT
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It should now works.If just haven't uploaded the file