Subject: LE WayPaths
Posted by sycar on Fri, 01 Sep 2006 09:45:32 GMT
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Ok im trying to create a waypath in level edit, but because its a reasonably long waypath i need to move the position im looking in from. But to change pos. i need to terminate the waypath and i dunno how to go back to adding new points to the waypath once ive moved pos.

Any ideas?

Subject: Re: LE WayPaths
Posted by Zion on Fri, 01 Sep 2006 12:28:11 GMT
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Tried clicking the end point?

Subject: Re: LE WayPaths
Posted by Oblivion165 on Fri, 01 Sep 2006 12:43:04 GMT
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I think what he ment to say was (Left-Click and hold) the waypath node at the end of the way path, while the left mouse button is still down, simply right click where you want the path to continue.

Subject: Re: LE WayPaths
Posted by sycar on Fri, 01 Sep 2006 18:47:19 GMT
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thanks for your help guys worked great. I was just wondering, if i had a vehicle following the waypath and the waypath is in a loop. how can i get it to start the loop over again. so it basically keeps driving around in a circle?

Subject: Re: LE WayPaths
Posted by Oblivion165 on Sat, 02 Sep 2006 00:01:50 GMT
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Ok for this one just double click one waypath node anywhere on the waypath and a menu will come up. You can select loop from there but it will just make one straight line from the last waypath to the first. To fix this simply use the same technique as before, but select the last waypoint node before it jets off to complete the loop and use the same clicking method to create waypoint nodes into the path.