
Subject: Problem

Posted by [Theboom69](#) on Thu, 21 Dec 2006 06:44:44 GMT

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Ok i have this map but i can't get the wf to work or the air strip.

It drop's the unit's but done move them i put way point's for them to go but they dont.

And the nod harve does its owwn thing does follow my path i tell it to.

How do i fix this?

I also got a problem with the turnet's from lightwave2 yes i have permission from titant1x77 to use them.

I set them up but they dont attack you.

Subject: Re: Problem

Posted by [Spyder](#) on Thu, 21 Dec 2006 11:31:26 GMT

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For the turrets add the script: JFW_Base_Defence.

For the harvester you probably have to set the waypath settings this way: Ground vehicle, Double Waypath, Innate vehicle. That should make it work. The rest of the vehicle waypaths only require the ground vehicle and innate vehicle, not the double waypath.

Subject: Re: Problem

Posted by [Jerad2142](#) on Thu, 21 Dec 2006 14:23:28 GMT

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Does the harvesters end waypoint end in a harvesting script zone?

Because if it doesn't you will need to do pathfind before it will go to the tib field.

Subject: Re: Problem

Posted by [Theboom69](#) on Thu, 21 Dec 2006 22:18:07 GMT

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Yes i put scripts on the tib.

I wasnt useing a innate waypath but i was using a waypath.

As for the turnet's that is what i have it set to i will get pic's to show u what they look like.
