
Subject: help please

Posted by [CdCyBoRg](#) on Sat, 23 Jun 2007 21:53:48 GMT

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Hey, i am making a Aow map on M13.mix and need a little help..

I have made a weps factory lol, kinda and just wondering how to make the vehicles follow waypaths and drive out?

and also, is it possible to get a trickle of money without a harvester?

thanks in advance.

Subject: Re: help please

Posted by [Brandon](#) on Sat, 23 Jun 2007 21:56:17 GMT

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As far as waypath goes I think that only works on a .lsd file so I don't know if it's possible, maybe someone else would know.

As for the money trickle, just place a refinery but don't add harvester to map (don't do the Ctrl+P).

EDIT: You can actually make your vehicles drop from a higher position so they don't get stuck. When you have your Airstrip or Weapons Factory do Ctrl+P and then you'll have a car like thing, this is where the vehicle will spawn (where you put it) so put it up in air just high enough so vehicles can't get stuck on each other.

Subject: Re: help please

Posted by [CdCyBoRg](#) on Sat, 23 Jun 2007 21:58:12 GMT

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i tried that but the weapons factory still makes a harvy :/

Subject: Re: help please

Posted by [Brandon](#) on Sat, 23 Jun 2007 22:00:25 GMT

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Add a Tiberium Silo? Edit tick rate on it? It might work.

Subject: Re: help please

Posted by [Sn1per74*](#) on Sat, 23 Jun 2007 22:38:41 GMT

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I add a `cnc_gdi_hum-vee` and a `cnc_nod_buggy` somewhere on the map where nobody can see them/find them. Then I add the script `GTH_Credit_trickle` and it will give you a constant flow of credits to each team. If the hum-vee or buggy is destroyed you will no longer get credits.
