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Subject: Wait a second...

Posted by [bisen11](#) on Sun, 23 Dec 2007 04:32:01 GMT

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Well, haven't mapped for awhile and started on a new one I've just about got the terrain part done for. But anyways, in the past I remember always having trouble with the harvester whenever I tried an aow map. I went ahead and looked at this today

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=35> . The question is, it says all the settings for the harvesters path must be as the picture shows. But when I look at the pictures of the waypaths to the tiberium feild, they are only one way. You can tell because the end node is red. So are they supposed to be one way or two way? :/

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Subject: Re: Wait a second...

Posted by [Oblivion165](#) on Sun, 23 Dec 2007 04:36:00 GMT

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Make sure you click on the waypoint node and not the whole waypoint.

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Subject: Re: Wait a second...

Posted by [bisen11](#) on Sun, 23 Dec 2007 04:41:01 GMT

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Yes.... but my question was is the waypath for the harvester supposed to be one way or two way?

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Subject: Re: Wait a second...

Posted by [Oblivion165](#) on Sun, 23 Dec 2007 04:46:06 GMT

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Oh I see.

I always check 2-way on all waypaths, it always works for me.

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Subject: Re: Wait a second...

Posted by [bisen11](#) on Sun, 23 Dec 2007 04:47:21 GMT

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Ok, thanks. I probably won't get to that part for awhile but if I have any problems I'll post again.

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