
Subject: Level Edit Mayhem!

Posted by [Commando950](#) on Fri, 01 Jul 2011 00:55:45 GMT

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Well I am having a great day so far!
Then I run into a problem...

I am working on M10.mix and gona make it into a multiplayer map.

I am having troubles with airfield and harvestor/refinary.

This is what I need answered

- 1.What do I do about making two pathways linked into one?
- 2.How do I make a CarMaker?
- 3.How can I link the CarMaker to airfield or refinary?

P.S: DON'T UNDER ANY CERCUMSTANCES SAY WHAT THESE OBJECTS ARE JUST ANSWER THE QUESTION!

Its happened to many times before.

EHHHHHHH its annoying to hear something you already know...

Please let me know!

Subject: Re: Level Edit Mayhem!

Posted by [E!](#) on Sat, 02 Jul 2011 04:45:04 GMT

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i don't really understand what you mean with 1.

2 is already answered in another post.

3: afaik it's enough to set the start Point of a Waypath inside the Vehicle_Creation Zone of the WarFac/Airfield that bought Vehicles follow it there's no other linking needed. About Refineries i can't help. Never setted a Map as Standard Renegade Map up.

Subject: Re: Level Edit Mayhem!

Posted by [sla.ro\(master\)](#) on Sat, 02 Jul 2011 08:19:08 GMT

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CTRL + P while the building icon is selected and will spawn that car maker.

for rafinery place it close to building icon and on ground, not flying.

for tanks same, but for tanks make it to have more space.

find on objects/scripts/ there is Tiberium Script, are 2, one for gdi and one for nod, place both on maps and resize them, the harvester will automatically make a primitive waypath (not very good) and will carry tiberium.

i tested this on M02 some months ago.
