
Subject: Harvy leaving WF waypath...

Posted by [CnCsoldier08](#) on Tue, 09 Dec 2003 00:54:10 GMT

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does anybody know of a tutorial or can show me how to make the waypath that helps the harvy leave the Weapons Factory.

P.S. if i make a change to my terrain in Renx and export it to Leveledit after i've done building controllers and everything, will i have to redo all the controllers and all that??

Subject: Harvy leaving WF waypath...

Posted by [Deafwasp](#) on Tue, 09 Dec 2003 02:37:42 GMT

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http://cncden.com/ren_map_tutorial.shtml

Subject: Harvy leaving WF waypath...

Posted by [laeubi](#) on Sat, 13 Dec 2003 18:08:11 GMT

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<http://renhelp.co.uk/?tut=11>

And you must not redo the controllers etc if you change your map.

Subject: Harvy leaving WF waypath...

Posted by [CnCsoldier08](#) on Sun, 14 Dec 2003 02:00:29 GMT

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would it matter if i forgot them then went back and did them?

Subject: Harvy leaving WF waypath...

Posted by [laeubi](#) on Sun, 14 Dec 2003 09:32:14 GMT

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No you can add them at any state of your map. Sooner... or later
