Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? =-
Posted by Anonymous on Fri, 28 Jun 2002 15:23:00 GMT

hey, i found a bug, errr not really a bug but it could be, if you don't place your middle waypoint for the GDI's Weapon Factory outside of the [] , and you follow the pathfind blocker methods of Westwood, then it is possible that your harvester will not go to the first pathfind location....(how i figured this out)   well i have never been much of a graphic designer, so i kinda cheated, i loaded the C&C_Islands_terrain from the presets, and started the level fresh   after going through your tut, i noticed that your middle waypoint for the Weapons Factory was not in the pathfind.. i decided to investigateafter about 2 hours of cussing, drinking, and yelling at my cpu in the wee hour of the morning i figured out why it didn't work..Westwood was sneaky and put the pathfind blockers flush with the ground, and unless you closed the doors, you could not see them, there fore when the harvester came out of the factory, it could not find the waypath (although you would think that it would). So i simply moved the center waypoint to just beyond the [] of the weapons factory and wala, it worked.I also noticed that you do not "have" to put the waypath from the weapons factory/airstrip to the tiberium field, they will get their in the shortest route, unless you have the tib out in the middle of nowheres ville   Just thougt that i would share some info that i came across..Dantebtw, with the new mod tools, can you insert ladder tiles? (like i said, i am not a graphic designer) and where can i get some.... [June 28, 2002, 15:25: Message edited by: Dante]