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Subject: Waypoint Problems

Posted by [Dan](#) on Thu, 23 Sep 2004 14:28:40 GMT

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zunnieoblivion165<http://www.dr-oblivion.com/Forums/viewtopic.php?t=5>

all the settings are in there

Nice tuts there dude o.O Very good work

[zunnie]

Holy shit I read that completely wrong...

Anyway... I dont know if this will help, but try putting a pathfind generator between the 2 nodes. In the ww maps I have looked at, they always do it like that. Might be worth a try

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