Subject: LE WayPaths
Posted by sycar on Fri, 01 Sep 2006 09:45:32 GMT

Ok im trying to create a waypath in level edit, but because its a reasonably long waypath i need to move the position im looking in from. But to change pos. i need to terminate the waypath and i dunno how to go back to adding new points to the waypath once ive moved pos.

Any ideas?