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Subject: Re: Airstrip WayPoints`?

Posted by [danpaul88](#) on Tue, 03 Jul 2007 09:38:46 GMT

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It just picks one of the waypoints that starts inside the vehicle construction zone, technically you can probably have more (or less) than three and it would still work fine. I think they tend to go in order of ID (lowest waypath ID first, highest last), and then loop back around to the lowest again, but that's just speculation.

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