Subject: Re: C&C_Flying_Mixes for leveledit
Posted by Yrr on Mon, 24 Sep 2007 10:48:21 GMT

Gen_Blacky wrote on Sun, 23 September 2007 21:29when i used level redit for city flying , way paths are little messed up and obby shoots twice.

I only used the .ldd

Remove the script attached to the obelisk's building controller.

Why are waypaths messed? What's the problem?