

---

Subject: Re: Action->Goto

Posted by [cAmpa](#) on Sat, 07 Mar 2009 13:09:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Had that problem too, it has something to do with the map itself.

(For example complex nod ref)

On some buildings it's running fine on other not.

i don't think there is a way to fix it serverside.

---