Subject: Re: Having trouble making a mod
Posted by danpaul88 on Fri, 30 Apr 2010 18:53:51 GMT

Jerad Gray wrote on Fri, 30 April 2010 16:24Make sure you place the object "Human" under "Editor Objects->Pathfind Generator" in the presets list.

Then do the sector generation, otherwise it won't do crap.

Since he has the harvester paths I assumed he was working with the pre-built .lvl files from the Westwood FTP which already have the pathfind generators placed. Fair point though.