
Subject: Re: Having trouble making a mod
Posted by [Jerad2142](#) on Mon, 03 May 2010 02:45:33 GMT
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danpaul88 wrote on Fri, 30 April 2010 12:53Jerad 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. Waypaths are pretty easy to place, but you could be right I suppose.
