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Subject: Waypoint Problems

Posted by [Sanada78](#) on Mon, 20 Sep 2004 01:31:25 GMT

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I've never really knew how these work but I have a problem with the GDI Harvester. It doesn't follow the waypoints I layed out, but instead goes the wrong way. It still reaches the Tiberium Field and then follows the correct waypoints from then on, but it gets there before the Nod Harvester, making it unfair.

The waypoint settings are "Ground Vehicle" and "Innate Pathfind". The Nod Harvester works and follows the correct waypoints.

If this helps, I've also taken a screen of the generated sectors.

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Subject: Waypoint Problems

Posted by [Oblivion165](#) on Mon, 20 Sep 2004 02:56:22 GMT

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<http://www.dr-oblivion.com/Forums/viewtopic.php?t=5>

all the settings are in there

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Subject: Waypoint Problems

Posted by [laeubi](#) on Mon, 20 Sep 2004 09:32:00 GMT

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You might find this helpfull: <http://renhelp.co.uk/?tut=11>

The waypoint must start before the other waypoints (thats right from what I see at the pics) and end INSIDE the tiberiumfield (There are different ones for GDI/Nod I think)

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Subject: Waypoint Problems

Posted by [YSLMuffins](#) on Mon, 20 Sep 2004 20:40:17 GMT

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Try moving the first waypoint in the path that the harvester is ignoring around to the first way point that is farthest left.

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Subject: Waypoint Problems

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Posted by [Sanada78](#) on Mon, 20 Sep 2004 21:03:52 GMT

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I moved the waypoints around, making them closer to the first node on the path to the Tiberium Field. It seemed the one to the far left on the picture (where the Harvester seems to spawn first most of the time) was too far away, or not in the sector area. It wasn't a waypoint setting problem.

The Nod Harvester is getting there first by about 5-8 seconds, but I can't really change much to make them more even. Hope that doesn't effect balance to much.

Thanks for the help, I sort of understand how they work now.

BTW: Does anyone know which scripts library contains the Constrution Yard and Repair Pad (fixed) scripts?

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Subject: Waypoint Problems

Posted by [laeubi](#) on Tue, 21 Sep 2004 09:54:52 GMT

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Sanada78BTW: Does anyone know which scripts library contains the Constrution Yard and Repair Pad (fixed) scripts?

Just use the last version of JW Custom Scripts.dll

Anod about the waypoint have u enabled '2way' ??

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Subject: Waypoint Problems

Posted by [Slash0x](#) on Tue, 21 Sep 2004 17:04:00 GMT

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Just create a harvy path from the Refinery to the tiberium field (innate, two-way). I should pickup the correct cordinate paths, atleast, that's what I do on my maps.

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Subject: Waypoint Problems

Posted by [Sanada78](#) on Tue, 21 Sep 2004 22:07:00 GMT

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LaeubiSanada78BTW: Does anyone know which scripts library contains the Constrution Yard and Repair Pad (fixed) scripts?

Just use the last version of JW Custom Scripts.dll

Anod about the waypoint have u enabled '2way' ??

Only on the waypoints going from the TibField to the Refinery. The one coming from the WF doesn't need it selected.

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Subject: Waypoint Problems

Posted by [laeubi](#) on Wed, 22 Sep 2004 08:21:39 GMT

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But its not wrong to activate this

Because otherwise you might have started in the wrong place with the waypath... so it lead from Tiberieumfiled to WF and not the other way round.

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Subject: Waypoint Problems

Posted by [zunnie](#) on Thu, 23 Sep 2004 12:25:56 GMT

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oblivion165<http://www.dr-oblivion.com/Forums/viewtopic.php?t=5>

all the settings are in there

Nice tuts there dude o.O Very good work

[zunnie]

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Subject: Waypoint Problems

Posted by [Dan](#) on Thu, 23 Sep 2004 14:28:40 GMT

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zunnieoblivion165<http://www.dr-oblivion.com/Forums/viewtopic.php?t=5>

all the settings are in there

Nice tuts there dude o.O Very good work

[zunnie]

Holy shit I read that completely wrong...

Anyway... I dont know if this will help, but try putting a pathfind generator between the 2 nodes. In the ww maps I have looked at, they always do it like that. Might be worth a try

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Subject: Waypoint Problems

Posted by [zunnie](#) on Thu, 23 Sep 2004 14:41:49 GMT

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Danzunnieoblivion165<http://www.dr-oblivion.com/Forums/viewtopic.php?t=5>

all the settings are in there

Nice tuts there dude o.O Very good work

[zunnie]

Holy shit I read that completely wrong...

Anyway... I dont know if this will help, but try putting a pathfind generator between the 2 nodes. In the ww maps I have looked at, they always do it like that. Might be worth a try

Come again?

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Subject: Waypoint Problems

Posted by [Dan](#) on Thu, 23 Sep 2004 15:15:18 GMT

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I thought you said:

Nice tits there dude

instead of:

Nice tuts there dude

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Subject: Waypoint Problems

Posted by [zunnie](#) on Thu, 23 Sep 2004 17:27:37 GMT

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Oh LOL

[zunnie]

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