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Subject: Airstrip WayPoints`?

Posted by [IronWarrior](#) on Mon, 02 Jul 2007 04:31:43 GMT

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For some reason, I cant get the waypoints at the Airstrip right, so everytime I buy a vehicle, its made, lands on Airstrip, but it wont roll off.

The waypoints in the Weapons Factory work fine, so do the refs.

So, whats the problem with the Airstrip?, I made sure to copy the ones from the other maps.

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Subject: Re: Airstrip WayPoints`?

Posted by [R315r4z0r](#) on Mon, 02 Jul 2007 19:46:18 GMT

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Did you remember to put the Car maker backwards?

Because if you don't the c-130 plane will fly in from the opposite way and drop the vehicle off, then the vehicle will circle around and stop on the airstrip (Because it is only able to drive it self for a very short period of time)

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Subject: Re: Airstrip WayPoints`?

Posted by [IronWarrior](#) on Mon, 02 Jul 2007 20:37:41 GMT

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Yeah, its facing the right way.

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Subject: Re: Airstrip WayPoints`?

Posted by [\\_SSnipe\\_](#) on Mon, 02 Jul 2007 21:14:22 GMT

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try comparing them to another lvl file the right way and move them to the righth spots if maybe they got moved even just a little and click generate sectors and maybe that may work it did for me

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Subject: Re: Airstrip WayPoints`?

Posted by [IronWarrior](#) on Tue, 03 Jul 2007 00:20:41 GMT

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Got it working now, building controller for the Airstrip was facing the wrong way around...

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Subject: Re: Airstrip WayPoints`?  
Posted by [\\_SSnipe\\_](#) on Tue, 03 Jul 2007 00:30:55 GMT  
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building controllers have to face a right way>?

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Subject: Re: Airstrip WayPoints`?  
Posted by [IronWarrior](#) on Tue, 03 Jul 2007 00:53:10 GMT  
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joe937465 wrote on Mon, 02 July 2007 19:30building controllers have to face a right way>?

I guess so, I upload a screen shot so you can see.

Problem am having right now is that its only using one waypoint, so vehicles can stack up.

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Subject: Re: Airstrip WayPoints`?  
Posted by [\\_SSnipe\\_](#) on Tue, 03 Jul 2007 01:35:52 GMT  
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i usally see it on the other part of buidling lol

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Subject: Re: Airstrip WayPoints`?  
Posted by [IronWarrior](#) on Tue, 03 Jul 2007 02:21:30 GMT  
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joe937465 wrote on Mon, 02 July 2007 20:35i usally see it on the other part of buidling lol

Yeah sometimes it is, I wish I know what was going on in the minds of the westwood guys who made it like this, lol.

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Subject: Re: Airstrip WayPoints`?  
Posted by [danpaul88](#) on Tue, 03 Jul 2007 09:29:34 GMT

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Make sure the waypaths are set to two way, innate pathfind and ground vehicle. (Edit these settings by double clicking on a node in the waypath, not the waypath itself)

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Subject: Re: Airstrip WayPoints`?  
Posted by [\\_SSnipe\\_](#) on Tue, 03 Jul 2007 09:33:38 GMT  
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how do u choose wats the first waypath the first vechs follows?

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Subject: Re: Airstrip WayPoints`?  
Posted by [danpaul88](#) on Tue, 03 Jul 2007 09:38:46 GMT  
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It just picks one of the waypoints that starts inside the vehicle construction zone, technically you can probably have more (or less) than three and it would still work fine. I think they tend to go in order of ID (lowest waypath ID first, highest last), and then loop back around to the lowest again, but that's just speculation.

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Subject: Re: Airstrip WayPoints`?  
Posted by [\\_SSnipe\\_](#) on Tue, 03 Jul 2007 09:45:06 GMT  
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so im guessing the harv goes for the first one?

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Subject: Re: Airstrip WayPoints`?  
Posted by [YSLMuffins](#) on Tue, 03 Jul 2007 23:28:50 GMT  
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It doesn't matter, as long there's a waypath from the airstrip to the tiberium field.

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Subject: Re: Airstrip WayPoints`?  
Posted by [IronWarrior](#) on Wed, 04 Jul 2007 00:25:04 GMT  
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danpaul88 wrote on Tue, 03 July 2007 04:38It just picks one of the waypoints that starts inside the vehicle construction zone, technically you can probably have more (or less) than three and it would still work fine. I think they tend to go in order of ID (lowest waypath ID first, highest last), and then loop back around to the lowest again, but that's just speculation.

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So why are vehicles only using one waypath?

As you can see in the screen shot posted eailer, the waypaths start in the construction script zones.

Could this be a glacier\_flying glitch thing?

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