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Subject: how do i set up and paint tib fields and how do i set up waypaths that atually work

Posted by [cpjok](#) on Tue, 13 Nov 2007 11:13:43 GMT

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i have made a map its not that good as im new to map making  
i have added units to it and there buyable at pt

but i carnt paint or set up tib fields

or

set up waypaths that atually work

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Subject: Re: how do i set up and paint tib fields and how do i set up waypaths that atually work

Posted by [Ryu](#) on Tue, 13 Nov 2007 11:40:05 GMT

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<http://renhelp.net>

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Subject: Re: how do i set up and paint tib fields and how do i set up waypaths that atually work

Posted by [cpjok](#) on Tue, 13 Nov 2007 11:42:54 GMT

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Renhelp.net Dose Not Help Me Try All The Time

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Subject: Re: how do i set up and paint tib fields and how do i set up waypaths that atually work

Posted by [Ryu](#) on Tue, 13 Nov 2007 11:44:53 GMT

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Good luck waiting for a member to tell you how to set up a Ref. , way points, and Tib. fields and Harvester pathfinding!

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Subject: Re: how do i set up and paint tib fields and how do i set up waypaths that atually work

Posted by [cpjok](#) on Tue, 13 Nov 2007 14:10:55 GMT

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k ive done all that waypaths work harvys work extra units work but

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i dont know how to pait tib fields

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Subject: Re: how do i set up and paint tib fields and how do i set up waypaths that atually work

Posted by [Oblivion165](#) on Tue, 13 Nov 2007 17:07:02 GMT

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Did you see this one?

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=16>

Goes through each step of base setup.

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