
Subject: PTS and Harvester Waypoints
Posted by [Nightma13](#) on Fri, 18 Apr 2003 18:36:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

iv'e been makeikng a map for ages now its its FINALLY finsihed but theres one problem i dont know how to set up the PTs and the harvester waypooints :oops: can anyboidy help me :oops:

Subject: PTS and Harvester Waypoints
Posted by [maytridy](#) on Fri, 18 Apr 2003 18:40:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Get RenHelp. It has some great tutorials on how to do it.

<http://modx.renevo.com/index.php?s=a570214897c055177581593e29b66d0b>

Subject: PTS and Harvester Waypoints
Posted by [Nightma13](#) on Fri, 18 Apr 2003 19:40:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

thxs

Subject: PTS and Harvester Waypoints
Posted by [Nightma13](#) on Sat, 19 Apr 2003 18:05:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

urm the harvester isnt following the way point from when built from the Airstrip/WF

Subject: PTS and Harvester Waypoints
Posted by [Titan1x77](#) on Sat, 19 Apr 2003 18:06:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

you have to generate pathfind

Subject: PTS and Harvester Waypoints
Posted by [Blazer](#) on Sat, 19 Apr 2003 18:12:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why does nobody notice the sticky threads that I dedicated to compiling tutorials links? I guess I do it all for nothing.

Subject: PTS and Harvester Waypoints

Posted by [maytridy](#) on Sat, 19 Apr 2003 18:43:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Make sure you make the correct settings for the waypoints. (also in RenHelp) You may need to make a pathfind generator. (Follow Laeubi's tut, found in one of the stickies at the top of the mod forum.)

Subject: PTS and Harvester Waypoints

Posted by [laeubi](#) on Sat, 19 Apr 2003 19:53:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.laeubi.de/tutorials/harvester/harvester.htm> as balzer mentioned before it is also in the sticky thread, ther you can find how to genreate the pathfind.
