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Subject: harv pathfinding

Posted by --oo00o00oo-- on Wed, 08 Oct 2003 08:36:50 GMT

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i have the scripts in the folder and i ran the generate pahtfind. the nod harv work, may need to adjust the path to take a better route but works none the less. but the gdi harv dont do a thing. any thoughts. and i made gdi paths and biudlings the same as nod.

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Subject: harv pathfinding

Posted by laeubi on Wed, 08 Oct 2003 13:51:15 GMT

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Make sure the GDI\_Wep is not 'flying' over ground, and activate the 'drop to ground' mode (the red ^ in the lvi-edit) then move your carmaker a small thing, it will be aligend to the ground right and your fine

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