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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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