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Subject: Waypoint Problems

Posted by [Sanada78](#) on Mon, 20 Sep 2004 21:03:52 GMT

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I moved the waypoints around, making them closer to the first node on the path to the Tiberium Field. It seemed the one to the far left on the picture (where the Harvester seems to spawn first most of the time) was too far away, or not in the sector area. It wasn't a waypoint setting problem.

The Nod Harvester is getting there first by about 5-8 seconds, but I can't really change much to make them more even. Hope that doesn't effect balance too much.

Thanks for the help, I sort of understand how they work now.

BTW: Does anyone know which scripts library contains the Construction Yard and Repair Pad (fixed) scripts?

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