
Subject: Re: Airstrip WayPoints`?

Posted by [IronWarrior](#) on Wed, 04 Jul 2007 00:25:04 GMT

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danpaul88 wrote on Tue, 03 July 2007 04:38It just picks one of the waypoints that starts inside the vehicle construction zone, technically you can probably have more (or less) than three and it would still work fine. I think they tend to go in order of ID (lowest waypath ID first, highest last), and then loop back around to the lowest again, but that's just speculation.

So why are vehicles only using one waypath?

As you can see in the screen shot posted eailer, the waypaths start in the construction script zones.

Could this be a glacier_flying glitch thing?
