Subject: Sigh... Nod Airstrip Problems?
Posted by Burn on Sun, 19 Dec 2004 22:58:55 GMT
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Well, I thought everything on my map was perfect except for this now.

I made my Nod Airstrip, and I added the "Housing" to it, and I made the vehicle construction zone and the waypaths. I put the beginning nodes of the 3 waypaths in the vehicle construction zone on the airstrip. I checked the "Innate Pathfind", "Ground Vehicle" and "Air Vehicle" boxes.

In the game, the harvester is automatically made on the Nod Airstrip. When it's made, the harvester just sits on there and goes no where (I also have the proper harvester waypaths and their options coming from the refinery and airstrip). And, when I make a vehicle, I get in it and I can't drive it. It just sits there no matter what buttons I press.

I've been working on this all day and letting it pathfind for 2 hours, and I have the human pathfinder as well. I did everything properly (to the extent of my knowledge.)

Can someone please tell me what's wrong if you know? I'd really like to get this one thing working.

I tried numerous things to try and avoid coming back here and bothering everyone else with my problems again, but I'm really stumed on this one- nothing seems to be working.

Subject: Sigh... Nod Airstrip Problems?
Posted by Burn on Mon, 20 Dec 2004 02:19:13 GMT
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Oh, I need to add a little something:

I am also unable to drive tanks out of my weapons factory (GDI) as well, so it's not just a problem with the airstrip.

Anyone have a possible solution?

Subject: Sigh... Nod Airstrip Problems?
Posted by laeubi on Mon, 20 Dec 2004 02:54:21 GMT
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try to move the housings a littl bit up

Subject: Sigh... Nod Airstrip Problems?
Posted by Titan1x77 on Mon, 20 Dec 2004 05:17:18 GMT
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make sure the vehicle car marker is just above ground level.