Subject: PATHING TROUBLE
Posted by Commando950 on Sat, 02 Jul 2011 21:21:40 GMT
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I got trouble and I am not sure on how to link two path points togheter and make one path.

The reason I need to know this is because my path gets jumbled for the harvestor cause the route is so big.

How can I link 2 path points togheter?

Subject: Re: PATHING TROUBLE
Posted by sla.ro(master) on Sat, 02 Jul 2011 21:45:02 GMT
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Commando950 wrote on Sun, 03 July 2011 00:21I got trouble and I am not sure on how to link two path points togheter and make one path.

The reason I need to know this is because my path gets jumbled for the harvestor cause the route is so big.

How can I link 2 path points togheter?

i don't think is possible. u posted many times about this.

Subject: Re: PATHING TROUBLE
Posted by danpaul88 on Mon, 04 Jul 2011 09:22:44 GMT
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I'm not really sure what it is your asking.

Points within a single path are automatically linked as you create them, once you have placed the start point just keep clicking more points until you have finished your path.

As far as I know there is no way to add or remove points from a waypath once it has been created, all you can do is move the existing points. To add new points you have to create a new waypath and delete the original.

Subject: Re: PATHING TROUBLE
Posted by kamuixmod on Mon, 04 Jul 2011 10:28:46 GMT
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also i managed it somehow and its pretty amazing in my C&C revision mod i have engineers on a way and there is a maze like path which they have to walk and at first they walk slow but then

from time to time they walk faster and faster although 1 path was used only