Subject: Re: GRR @ HARVYS

Posted by CrazyBastard on Sun, 26 Mar 2006 06:18:34 GMT

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is that so? according to the renhelp site it says to do the waypoints first...then add the pathfind generator and generate sectors....Ill try doing the waypoints from scratch. I regenerated the sectors and low and behold...... GDI had a traffic jam outside the WF and Nod was working properly:S

File Attachments

1) harv prob 2.JPG, downloaded 295 times

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