Subject: Re: LevelEdit is failing
Posted by Mauler on Fri, 14 Oct 2011 05:33:44 GMT
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You might find it useful to place Pathfind Blockers into the map as well, it will help guide your harvester to its assigned field.. also make sure waypaths are set to 'innate pathfind' 'two way' and 'ground vehicle' then place a pathfind generator in the map. Proceed with pathfind sectors.

Some tips*
-One way path from Refinery to tiberium field is fine. So long as it is set up properly.
-No need to generate sectors all the way to completion, as long as the sectors reach the tiberium zones you should be fine

screenshot with innate waypath that leads tiberium zone with pathfind sectors visible.