Subject: Infantry Waypoints?
Posted by Anonymous on Wed, 11 Dec 2002 17:03:00 GMT

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How do i use infantry waypoints? I'd like to force some mutants up a highly defended hill, shooting and moving at the same time as they go along. I've tryed placing infantry only waypoints but they dont seem to follow them(yes I've run pathfinding). Also, i want to have this so, if the mutants get up the hill, and to a bunker in the back of the map, then the game will be over, and neither gdi nor nod will win (they work together to stop mutants in my mod). Now how would i do this? Help? Please? Email me at kidrage11@attbi.com because by the time i check back, this topic will be at the end of the list   .