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Subject: C130 drop.txt

Posted by [Anonymous](#) on Sat, 16 Nov 2002 21:44:00 GMT

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RJS, U cant make true AI vehicles, there are a few scripts that will make them do stuff, but not true Innate. PDS\_TEST\_FOLLOW\_WAYPATH will make them follow a waypath, parameters are waypathID,waypathstartID,waypathendID. get the idnumbers for the waypath. also BaseDefense will make them act like a dfense turret, but they wont move. there are a couple of others I havent tried.PDS\_getinvehicle\_follow\_waypath or something, i think it will make ai bots get in a vehicle and follow a waypath for a rush effect.

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