
Subject: Infantry And Vechile WayPaths...

Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

ok...you need to create a spawner for the vehicle OR create an instance of the vehicle on the map...create the waypath that you would like to use.record the Waypath startpoint, Waypath endpoint and the Waypath its self ID's.attach the "PDS_Test_Follow_Waypath" script to the vehicle or spawner object.fill in the appropriate settings on the script.NEXT TWO STEPS ARE MOST IMPORTANT!!!!make SURE when you place the waypath, so that the vehicle has a DIRECT line of site to the start point, or else it will end up constantly driving into a wall.Place a HUMAN PATHFIND object in EACH base.goto PathFinding -> Generate on the menu, and sit back and relax (usually takes about 20minutes to 8 hours, depending on size of map, and speed of computer)now, load up your map as a .pkg (for testing you should always start with .pkg), go into a 1 player LAN game, and watch the vehicle go you can also add "M00_Base_Defense" script to the vehicle if you want them to fire, but they WILL stop if they kill something.
