
Subject: Scripts Question COME ON!

Posted by [WNxCABAL](#) on Wed, 16 Mar 2005 12:12:04 GMT

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Yea, I've used :

JFW_Follow_Waypath

JFW_Base_Defence

in the past and found it not to work.

Does it just ignore Follow_Waypath and just used Base_Defence ?

i.e. stand still and act as a Nod Turret ?

I've tried countless amounts of things and I can't get a working AI for Vehicles
