

---

Subject: Scripts Question COME ON!

Posted by [Oblivion165](#) on Thu, 17 Mar 2005 04:14:39 GMT

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

---

Oh dont get me wrong, im all for AI with pathfind, and i am going to include it in my tutorial, but what did you use to make it attack you and also have freedom of movement?

Cant have a vehicle AI tutorial and not touch on the waypaths. Also i can have the vehicles drive to certian spots like bases and when they reach the end they are freelance.

---