
Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by [flyingfox](#) on Fri, 01 Jul 2005 21:43:36 GMT
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About the waypaths:

If you can get the seeker droid computer controlled with those JFW scripts, why not just test a condition before sending it on a waypath. Let's say you have a waypath leading to each building of the enemy base. Check to see if any buildings are destroyed....if so, don't use the waypaths that will lead to those buildings. So if you had one waypath called "waypath_AGT" and the AGT was destroyed, rule waypath_AGT out of the selection.
