
Subject: Re: Moving towards scripts.dll 2.9
Posted by [jonwil](#) on Tue, 27 Jun 2006 23:46:00 GMT
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Reborn, what exactly do you want this script to do?
Do you want a script such that the object with it attached will go to the closest player soldier?
Should they just go there once or on a timer (i.e. every <time> seconds find the closest player soldier and go to them)

M03_Goto_Star has no direct relevance to multiplayer because it makes references to the player in single player where there is only one.
