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Subject: unit pathfinding

Posted by [Veyrdite](#) on Sat, 19 Aug 2006 10:10:48 GMT

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can anyone tell me how to set up units (vehicles and humans) that follow leveledit waypoints. i would also like to know how to get human spawners working in gameplay as every time they just dont appear, vehicles and defence structures do but i can't get humans working.

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