
Subject: Re: 2 Questions about making maps
Posted by [R315r4z0r](#) on Thu, 21 Sep 2006 21:46:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

waypaths are pesky things..

-You need to first make a waypath.

-Then make the bot.

-Make sure you have Scripts.dll in your mod directory.

-Double click on the bot spawner and go to the scripts tab.

-Click "add" then in the drop down find a waypath script (Ask around... I am not good with that stuff) after you find one, click "ok" FOR NOW.

-Double click on the waypath you want the bot to follow, and look in the box that says "ID."
Remember that number.

-Now close that, and open up your bot's stuff again (Double click on bot)

-Go back to scripts, click on the script that is there, and then click "modify" where it says "Waypathid" type in the number that was in the Waypath.

In game your bot should follow that path.
