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Subject: Waypoints?!

Posted by [Burn](#) on Wed, 15 Nov 2006 21:52:55 GMT

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This is just another quick question, and it may sound completely dumb. But, what I have is a bunch of soldiers running around because UseInnateBehavior is checked. Now, I'd like to make it so when they get within a close proximity of a path, they follow it. And, when they're done with the path they run around freely again until they get close to another path.

I thought they did it automatically. I tested it already and it seems to not be working. Is there a script I'm missing or something?

Help always appreciated.

- Burn

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