
Subject: mods

Posted by [General Havoc](#) on Tue, 24 Jun 2003 12:33:35 GMT

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You can use PDS_Test_Follow waypath to make the Orca follow a looping waypath. If you attach M00_Base_Defence to it it should fire when it sees an enemy. Other than that For ground vehicles try attaching JFW_Hunt_Blow_Up this will make the vehilce hunt down the enemy when it sees them and blows up when they get near them (like a suicide truck) and there also is the similar script called JFW_Hunt_Attack, which makes them attach the enemy when in sight. Just experiment with them, they can be very good.

_General Havoc
