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Subject: Re: Waypaths

Posted by [Raptor RSF](#) on Tue, 31 Jul 2007 23:22:25 GMT

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I used thsi for the BattelTanx AI Tanks:

Created a Spawner for this Tank, attached:

M03\_BasePatrol (This needs the waypath id not the Id of a singel Waypoint!! I mention that on Renhlp also)

The Tank itself has attached:

M00\_Base\_Defence

For this to work you must chekc that several things are settet up right!:

- The "SightRange" Should be set to something like 100 or so or the Vehile just won't recognize you!
- The "SightArc" Should be 360° or the vehicle won't recognize you when you are behind it!
- The Turret settings should be settet so the Tank aktualli can turn completely around
- activate AIM2D, type Turret
- Be sure the Spawner AND the Tank are settet up for the right team!
- Be sure to have waypathes generated!!

this was posted earlyer. my NOD cargo truck is finally moving on my waypath (to its point, the gdi agt lol )

but meby it will work with a shooting vehicle too

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