Subject: AI Pathfind fake out?
Posted by R315r4z0r on Thu, 02 Aug 2007 05:41:29 GMT

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Lets say I did the following:

If I made a wall with physical/vehicle collisions enabled, then generated pathfind sectors. Then later after sectors were generated, went into the gmax and deleted the wall. Re-exported it to level edit, then export it to Renegade.

If I was to play the map, would the AI still react to the place where the wall USED to be? Like would they avoid running into the spot where the wall was?

Or would the AI realize that even though I didn't set up the updated pathfind, there is no wall there and walk over it.

Because I was thinking of using this little trick to make AI bots avoid stepping into Tiberium fields, I just want to know if it works, or if anyone tried it yet.