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Subject: Re: AI Pathfind fake out?

Posted by [R315r4z0r](#) on Thu, 02 Aug 2007 05:53:53 GMT

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Ok, so here is another example. And this is my current situation aswell.

My bases are surrounded by walls (Which are destructible, so they aren't physically apart of the map)

My harvesters don't like to follow the waypaths I set for them, but it doesn't matter because they manage to do just fine. But now that I have set the walls around the bases, the harvesters insist on getting stuck on one of them and just running into it.

So my idea was to set up a temporary physical wall in place of the destructible walls, then generate sectors, then delete the temporary wall.

So, if by what you say is true, the harvesters should avoid the destructible base walls (Or the place that the old temporary walls were)

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