Subject: AI waypath
Posted by The Elite Officer on Fri, 16 Nov 2007 13:34:50 GMT

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HI, I placed an AI, Nod_Minigunner_Agg, and then laid a infantry only waaypath and then attached a script JFW_Follow_Waypath but when it follows the waypath and gets to the end it will not fire at the enemies it just sits there. And also if I put just the AI bot itself it will not fire at the enemy, so what can I do? I guess I am trying to get it to be like the AI in MP practiece.