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Subject: Re: AI waypath

Posted by [Canadacdn](#) on Fri, 16 Nov 2007 17:08:41 GMT

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If you tell it to just follow the waypath, it will not fire at you. Add some more scripts to get it to do that, and if you want it to keep moving on the waypath, select the green triangle at the beginning of it and check off "two way". If the waypath loops around back to the base, check off "loop" too.

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