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Subject: Re: AI waypath

Posted by [The Elite Officer](#) on Tue, 20 Nov 2007 16:38:36 GMT

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Lies, I attached the JFW\_Follow\_Waypath script to a vech and it followed a waypath just fine, in fact I noticed I never need to run pathfind, even with the harvy. I just have to lay the path and it does it by itself with no pathfind. Anyway I was also using CPU\_Neo\_Vehicle script on all the vechs besides the hrarvys.

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