
Subject: Re: AI waypath

Posted by [Jerad2142](#) on Wed, 21 Nov 2007 14:18:03 GMT

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The Elite Officer wrote on Tue, 20 November 2007 09:38Lies, 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. You do realize that you only have to generate pathfind once right?
