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Subject: Re: Tiberium Ain't Healthy

Posted by [Fenrir](#) on Fri, 29 Feb 2008 13:08:54 GMT

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reborn wrote on Fri, 29 February 2008 00:40 Well, if you could make a cloned script that is attached to the tiberium zone then yeah you could.

It would be quite crude, but if you was to remove the normal WW script, then attach yours instead it might work.

You would have to do allot of work on the ::Entered event for the bots, and it would most likely never be super smooth that way, but yeah. You could in theory I guess. I'm a n00b to both modding and C++ programming (The scripts are written in C++, right?), so this is quite beyond my reach at this point. It looks like waypaths are the way to go. Thanks, everyone.

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