Subject: Re: Action->Goto
Posted by Jerad2142 on Sun, 08 Mar 2009 00:43:54 GMT

danpaul88 wrote on Sat, 07 March 2009 07:06There's a setting in LE for tiles that tells it whether it should be considered collidable during pathfind generation, and I guess some of the doors are set to collidable (and hence get no pathfinding) while others are set to non-collidable (and therefore do get pathfinding).

Since the doors would open anyway for the AI it would make sense to set them to non-collidable for pathfinding, but I guess Westwood didn't do it for all of the doors for some reason.
I'd assume there are some doors that Westwood wouldn't have wanted AI to go though (on single player) that way the player wouldn't always have to watch their back/just stand in one spot and wait for the bots to come to them.