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Subject: Re: Better Vehicle AI

Posted by [Burn](#) on Wed, 09 Jun 2010 20:24:37 GMT

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Hmm.. interesting.

If I use up all 12 of it's go points then it has no choice but to go to only those areas, so yea maybe that'd work.. I tried making 4 or 5 of them in a direct line of sight to each other and have them lead right to the enemy base so that they'd follow the line. Maybe if I made the same line but used 12 points instead it might not go clear around the mountain to go to the enemy base when the shortest path is right in front of it.

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