Subject: Possible? For a vehicle to follow a long waypath?
Posted by bigwig992 on Fri, 30 Apr 2004 15:39:11 GMT

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JFW_Follow_Waypath (script to make a unit follow a waypath on creation)
Waypathid (the waypath to follow)
Speed (how fast to follow it)

Use that script, fill in it's parameters. Make sure you get the waypath id and not the wayPOINT id. Do this by double clicking ont he green line connecting the paths. Speed it up to you. Attatch this to a spawner or vehicle, depending on if you want the vehicle to come back and follow again.