
Subject: Waypoints

Posted by [bisen11](#) on Tue, 25 Jan 2005 19:49:33 GMT

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Is there a way to get certain vehicles to follow certain waypaths and things like that?

Subject: Waypoints

Posted by [WNxCABAL](#) on Tue, 25 Jan 2005 23:20:55 GMT

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I think its JFW_Follow_Waypath or something like that

Subject: Waypoints

Posted by [CnCsoldier08](#) on Wed, 26 Jan 2005 02:33:22 GMT

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Use a cinematic

Subject: Waypoints

Posted by [bisen11](#) on Wed, 26 Jan 2005 19:38:23 GMT

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Mainly what i want to do is add a few bots that will follow a waypath and i want to know how to do that. Also just as extras maybe have some ehicles in the air flying around. I mostly just want the bot thing. So how would i do that?

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Posted by [laeubi](#) on Thu, 27 Jan 2005 21:58:04 GMT

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m03_BasePatrol will od the job.

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Posted by [bisen11](#) on Fri, 28 Jan 2005 00:51:23 GMT

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I tried that today when i saw the script. I made the waypath, added the script to the bot after i put it on the map (if that matters, spawner version, maybe thats whats wrong?)and i know i put the right id thing on it.

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Posted by [bigwig992](#) on Fri, 28 Jan 2005 02:08:57 GMT

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AI Vehicles- JFW_Gaurd_Duty works well, though they will turn around at the end of hte path and head backwards, but they'll shoot at things.

AI Infantry- Usually I don't even attach a script, they follow themselves.

Flying Vehicles- Have a set motion, you have to animate some bones and throw in a cinematic, though if you attach JFW_Cinematic_Attack (I think that's the one) they will shoot things as they pass by.

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Posted by [bisen11](#) on Fri, 28 Jan 2005 02:32:47 GMT

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Infintry is the main one i want, and mine just stand there until they see an enemy near by or someone shoots at them.

EDIT: I doubt it matters but i told them to use inaate behavior and changed both numbers to .750 like a tutorial for making bots work said.
