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Subject: Infantry And Vechile WayPaths...  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 10:00:00 GMT  
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How do i get a AI or tank to follow a way path?

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Subject: Infantry And Vechile WayPaths...  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:19:00 GMT  
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Floodtile? Make it easrier to understand!

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Subject: Infantry And Vechile WayPaths...  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:27:00 GMT  
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wait... hold on I found a little Sphere Like Thing,what does it do?

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Subject: Infantry And Vechile WayPaths...  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:33:00 GMT  
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ok...you need to create a spawner for the vehicle OR create an instance of the vehicle on the map...create the waypath that you would like to use.record the Waypath startpoint, Waypath endpoint and the Waypath its self ID's.attach the "PDS\_Test\_Follow\_Waypath" script to the vehicle or spawner object.fill in the appropriate settings on the script.NEXT TWO STEPS ARE MOST IMPORTANT!!!!make SURE when you place the waypath, so that the vehicle has a DIRECT line of site to the start point, or else it will end up constantly driving into a wall.Place a HUMAN PATHFIND object in EACH base.goto PathFinding -> Generate on the menu, and sit back and relax (usually takes about 20minutes to 8 hours, depending on size of map, and speed of computer)now, load up your map as a .pkg (for testing you should always start with .pkg), go into a 1 player LAN game, and watch the vehicle go you can also add "M00\_Base\_Defense" script to the vehicle if you want them to fire, but they WILL stop if they kill something.

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Subject: Infantry And Vechile WayPaths...  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:48:00 GMT  
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I have No scipts ?

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Subject: Infantry And Vechile WayPaths...  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 13:49:00 GMT  
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yeesh...copy scripts.dll (from your westwood/renegade/ directory) into your mod folders ( /renegadepublictools/leveleditor/YOURMOD/Scripts/) scripts directory...you will HAVE to create the scripts directory...

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Subject: Infantry And Vechile WayPaths...  
Posted by [Anonymous](#) on Thu, 24 Oct 2002 14:20:00 GMT  
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the Harvester is going into the wall... But from some reason it is in deinal And is Floating above The Ground? I did the Generate Sectors thing... Help!

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Subject: Infantry And Vechile WayPaths...  
Posted by [Anonymous](#) on Fri, 25 Oct 2002 00:13:00 GMT  
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Did you floodtile the work by generating the pathfind data?

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