
Subject: unit pathfinding

Posted by [Veyrdite](#) on Sat, 19 Aug 2006 10:10:48 GMT

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can anyone tell me how to set up units (vehicles and humans) that follow leveledit waypoints. i would also like to know how to get human spawners working in gameplay as every time they just dont appear, vehicles and defence structures do but i can't get humans working.

Subject: Re: unit pathfinding

Posted by [LR01](#) on Sat, 19 Aug 2006 10:32:34 GMT

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try: <http://renhelp.laeubi-soft.de/index.php?tut=0>

there are tuts about it,

and for a vech follow a waypatch,

1 make a waypatch (Vehicle Only Waypath)

2 make a vechile

3 add JFW_Follow_waypatch to the vech

4 copy the id of the waypatch(the whole waypatch) and fill it in by waypatch id, and for speed 1.000

not sure wath to with soldiers, but M03_Base_patrol will work

and for a human spawner it is just,

object ; spawner ; Startup Spawners , the GDI ore Nod spawner

Subject: Re: unit pathfinding

Posted by [Veyrdite](#) on Sat, 19 Aug 2006 10:56:51 GMT

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where in the site, i've already been looking there before the post

Subject: Re: unit pathfinding

Posted by [LR01](#) on Sat, 19 Aug 2006 12:13:46 GMT

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and this 1?

<http://renhelp.laeubi-soft.de/index.php?tut=40>
