
Subject: Way points

Posted by [Gen_Blacky](#) on Wed, 07 Feb 2007 03:48:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

all the waypoints work for when you buy a vec but the harves dont follow there waypoints they just try and find there own path witch works but they take the long 1 and 1 gets stuck

Subject: Re: Way points

Posted by [zunnie](#) on Wed, 07 Feb 2007 03:51:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Place more pathfind generators along the waypath and use pathfind blockers to force them in certain direction..
Editor Objects->Editor Only Objects->Large_Pathfind_Blocker

Subject: Re: Way points

Posted by [Gen_Blacky](#) on Wed, 07 Feb 2007 03:58:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

o i didnt know you can use more then 1 pathfind generators

Subject: Re: Way points

Posted by [Veyrdite](#) on Fri, 09 Feb 2007 06:11:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

put a pathfind genarator in every seperate acessible area you want for bots. eg a building with multiple floors with something other than stairs to get to each would require a pathfind on each floor.

dont fret if you should put one in a certain place or not (unless there are no bots going there), just put it there, you cant really over-use them. go crazy like i do
