
Subject: Server side vehicle waypaths
Posted by [Stefan](#) on Sun, 18 Feb 2007 14:47:24 GMT
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I'm trying to set up a vehicle waypath but it won't work for some reason...

This is what i did:

Make a Human (pathfind generator) > make the Vehicle Waypath Innate waypath > Put a Buggy-spawner on the map > gave the buggy a JFW_Follow_script script (put the ID of the green waypath point in it and gave it 100 speed) > then did Generate sectors > saved the map and put the LDD and DDB in the data folder of my server.

What am i doing wrong?

Subject: Re: Server side vehicle waypaths
Posted by [Jerad2142](#) on Sun, 18 Feb 2007 16:47:48 GMT
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Give it a speed of "1.000"

Subject: Re: Server side vehicle waypaths
Posted by [Stefan](#) on Sun, 18 Feb 2007 17:58:34 GMT
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Jerad Gray wrote on Sun, 18 February 2007 16:47Give it a speed of "1.000"

didn't work...

<http://img267.imageshack.us/img267/8959/huhwv5.jpg>

Subject: Re: Server side vehicle waypaths
Posted by [Jerad2142](#) on Mon, 19 Feb 2007 02:49:33 GMT
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"JFW_Follow_script" or "JFW_Follow_Waypath"?

"M00_Action" is my personal favorite, it has a lot more options.

Subject: Re: Server side vehicle waypaths
Posted by [HORQWER](#) on Sat, 03 Mar 2007 21:22:11 GMT

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hey there is another script it is workig
find script m03_base_patrol and put the waypionts id number and it will work

Subject: Re: Server side vehicle waypaths
Posted by [Jerad2142](#) on Sun, 04 Mar 2007 01:37:50 GMT
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ferkhat wrote on Sat, 03 March 2007 14:22hey there is another script it is workig
find script m03_base_patrol and put the waypionts id number and it will work
True but if they spot an enemy they will quite following the waypath.
