
Subject: Waypaths

Posted by [Sn1per74*](#) on Tue, 31 Jul 2007 21:53:27 GMT

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How do I make a vehicle follow a waypath? Is it just like setting up a harvester's waypath? I looked on Renhelp but could find nothing.

Subject: Re: Waypaths

Posted by [Raptor RSF](#) on Tue, 31 Jul 2007 22:10:24 GMT

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i am working on that too now...
but the vehicle isnt gonna move

i wanted to know what kind of waypath options i need to set for a spawner vehicle.

the spawn is working but it didnt move.

what option do i need to check and what are they for?:

- 1 Two way
 - 2 Human
 - 3 Air Vehicle
 - 4 looping
 - 5 Ground vehicle
 - 6 innate pathfind
-

Subject: Re: Waypaths

Posted by [Sn1per74*](#) on Tue, 31 Jul 2007 23:11:33 GMT

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FYI mine is for a gunboat.

Subject: Re: Waypaths

Posted by [c0vert7](#) on Tue, 31 Jul 2007 23:19:57 GMT

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What do u mean u looked at renhelp and it had nothing, there is a faq specifically just for this there .

This is from renhelp.net

Quote: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 start point, 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 sterps 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 an obsticle in the wayl.

Place a HUMAN PATHFIND object in EACH base.

Then goto "PathFinding -> Generate" on the menu, and sit back and relax (Can take a while depending on the map and your computer)

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.

Subject: Re: Waypaths

Posted by [Raptor RSF](#) on Tue, 31 Jul 2007 23:22:25 GMT

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I used thsi for the BattelTanx AI Tanks:

Created a Spawner for this Tank, attatched:

M03_BasePatrol (This needs the waypath id not the Id of a singel Waypoint!! I mention that on Renhlp also)

The Tank itself has attached:

M00_Base_Defence

For this to work you must chekc that several things are settet up right!:

- The "SightRange" Should be set to something like 100 or so or the Vehile just won't recognize you!
- The "SightArc" Should be 360° or the vehicle won't recognize you when you are behind it!
- The Turret settings should be settet so the Tank aktualli can turn completely around
- activate AIM2D, type Turret
- Be sure the Spawner AND the Tank are settet up for the right team!

- Be sure to have waypaths generated!!

this was posted earlier. my NOD cargo truck is finally moving on my waypath (to its point, the gdi agt lol)

but meby it will work with a shooting vehicle too

Subject: Re: Waypaths

Posted by [Sn1per74*](#) on Wed, 01 Aug 2007 00:26:58 GMT

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TY! Another thing... I put a script zone on the ground with JFW_Character_Buy on it and filled in all the parameters. But ingame, on my serverside map, when I step on it, my server crashes. What's up?

Subject: Re: Waypaths

Posted by [c0vert7](#) on Wed, 01 Aug 2007 00:40:34 GMT

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Did u spell teh character preset wrong?

Subject: Re: Waypaths

Posted by [Sn1per74*](#) on Wed, 01 Aug 2007 00:43:14 GMT

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Nope, I copy and pasted.

New problemo! How would I go about destroying a laser fence when you step on a script zone? I heard to use a difficult script- M00_Trigger_Zone_Entered_RMV - Is there an easier way?

Subject: Re: Waypaths

Posted by [R315r4z0r](#) on Wed, 01 Aug 2007 01:31:57 GMT

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In the names, do spaces count? If so do you think you may of accidentally copied and pasted a space before or after the name?

Subject: Re: Waypaths

Posted by [Sn1per74*](#) on Wed, 01 Aug 2007 01:38:56 GMT

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Nope. I didn't. I just checked. I also used JFW_Ppage or something like that.

Subject: Re: Waypaths

Posted by [SWNight](#) on Wed, 01 Aug 2007 21:25:46 GMT

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Sn1per74* wrote on Tue, 31 July 2007 19:43Nope, I copy and pasted.

New problemo! How would I go about destroying a laser fence when you step on a script zone? I heard to use a difficult script- M00_Trigger_Zone_Entered_RMV - Is there an easier way?

CdCyBoRg wrote on Wed, 01 August 2007 15:40Make A Daves Arrow. Attach The Script >

JFW_Custom_Destroy_Building

Set The Id As The ID Of The Building. It's The ID from the Hash looking hut that you link to the building.

Leave Message As 0.

If you want to press a button to kill the building, Have A Switch Found Here.

Objects > Simple > Simple_DSAPO_Versions > Generic Switch

Put it where you want it in the map.

Then add this script to the switch >

JFW_Poke_Send_Custom

Only Put The ID In. This is the id of the Daves Arrow. Up Above ^.

Instead of JFW_Custom_Destroy_Building, use JFW_Custom_Destroy_Object

Subject: Re: Waypaths

Posted by [Sn1per74*](#) on Wed, 01 Aug 2007 23:52:15 GMT

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alz45 wrote on Wed, 01 August 2007 16:25Sn1per74* wrote on Tue, 31 July 2007 19:43Nope, I copy and pasted.

New problemo! How would I go about destroying a laser fence when you step on a script zone? I heard to use a difficult script- M00_Trigger_Zone_Entered_RMV - Is there an easier way?

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Then add this script to the switch >

JFW_Poke_Send_Custom

Only Put The ID In. This is the id of the Daves Arrow. Up Above ^.

Instead of JFW_Custom_Destroy_Building, use JFW_Custom_Destroy_Object
If I only put the ID in, LE crashes...