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Subject: AI Pathfind fake out?

Posted by [R315r4z0r](#) on Thu, 02 Aug 2007 05:41:29 GMT

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Lets say I did the following:

If I made a wall with physical/vehicle collisions enabled, then generated pathfind sectors. Then later after sectors were generated, went into the gmax and deleted the wall. Re-exported it to level edit, then export it to Renegade.

If I was to play the map, would the AI still react to the place where the wall USED to be? Like would they avoid running into the spot where the wall was?

Or would the AI realize that even though I didn't set up the updated pathfind, there is no wall there and walk over it.

Because I was thinking of using this little trick to make AI bots avoid stepping into Tiberium fields, I just want to know if it works, or if anyone tried it yet.

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Subject: Re: AI Pathfind fake out?

Posted by [Oblivion165](#) on Thu, 02 Aug 2007 05:45:54 GMT

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The pathfind data would stay the same and a bot will remain in the pathfinded sectors (unless you push the bot out but then they seem to just stand there)

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Subject: Re: AI Pathfind fake out?

Posted by [R315r4z0r](#) on Thu, 02 Aug 2007 05:53:53 GMT

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Ok, so here is another example. And this is my current situation aswell.

My bases are surrounded by walls (Which are destructible, so they aren't physically apart of the map)

My harvesters don't like to follow the waypaths I set for them, but it doesn't matter because they manage to do just fine. But now that I have set the walls around the bases, the harvesters insist on getting stuck on one of them and just running into it.

So my idea was to set up a temporary physical wall in place of the destructible walls, then generate sectors, then delete the temporary wall.

So, if by what you say is true, the harvesters should avoid the destructible base walls (Or the place that the old temporary walls were)

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Subject: Re: AI Pathfind fake out?

Posted by [Oblivion165](#) on Thu, 02 Aug 2007 06:27:16 GMT

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If the walls are tiles then simply check box "collides in pathfind"

If not then your idea will work.

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