
Subject: warfactory waypath

Posted by [Darknes2](#) on Wed, 08 Aug 2007 18:54:57 GMT

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

can you make the vehicles created by the warfactory follow the waypath out of the warfactory on a server side modded map

Subject: Re: warfactory waypath

Posted by [reborn](#) on Wed, 08 Aug 2007 19:09:49 GMT

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

Darknes2 wrote on Wed, 08 August 2007 14:54can you make the vehicles created by the warfactory follow the waypath out of the warfactory on a server side modded map

Yeah you can.. You could actually have them follow a waypath right into an enemy base if you wanted to.

Subject: Re: warfactory waypath

Posted by [Gen_Blacky](#) on Wed, 08 Aug 2007 19:10:13 GMT

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

idk if can server side i would have to try

Subject: Re: warfactory waypath

Posted by [Gen_Blacky](#) on Wed, 08 Aug 2007 19:10:59 GMT

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

can u make ai vecs drive through walls server side ?

Subject: Re: warfactory waypath

Posted by [Sn1per74*](#) on Wed, 08 Aug 2007 19:54:58 GMT

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

Darknes2 wrote on Wed, 08 August 2007 13:54can you make the vehicles created by the warfactory follow the waypath out of the warfactory on a server side modded map
Kamuix does it.

Subject: Re: warfactory waypath

Posted by [Sn1per74*](#) on Wed, 08 Aug 2007 22:38:21 GMT

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

renalpha wrote on Wed, 08 August 2007 17:37Sn1per74* wrote on Wed, 08 August 2007 14:54Darknes2 wrote on Wed, 08 August 2007 13:54can you make the vehicles created by the warfactory follow the waypath out of the warfactory on a server side modded map
Kamuix does it.

lol

?? You make no sense.
