Subject: A Few Things
Posted by _SSnipe_ on Sun, 08 Jun 2008 22:56:02 GMT
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1)What do i place on server side maps on level edit to block vehicle bots from going somewhere?

2)What do i place on server side maps on level edit to block infantry bots from going somewhere?

3)How can i make a vech bot follow a waypath?

4)how can i make a waypath loop? how can i connect the path's end?

Subject: Re: A Few Things
Posted by Veyrdite on Mon, 09 Jun 2008 03:11:23 GMT
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3) Use either script JFW_Follow_Waypath or M00_Action

4) Double-click on one of the points (Not the actual waypath!). Change to the path settings tab and then tick the box loops.

1&2) I'm sure there's a script you can attach to some script zone to deter the bots away when they enter them. Ask Jerad or JonWil

Subject: Re: A Few Things
Posted by _SSnipe_ on Mon, 09 Jun 2008 03:58:03 GMT
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Dthdealer wrote on Sun, 08 June 2008 20:113) Use either script JFW_Follow_Waypath or M00_Action

4) Double-click on one of the points (Not the actual waypath!). Change to the path settings tab and then tick the box loops.

1&2) I'm sure there's a script you can attach to some script zone to deter the bots away when they enter them. Ask Jerad or JonWil

3.1)well i hooked a spawner (nood buggy) to small on the road on top of way path hooked that script to it and put the id of way path i put 25 for the speed...and it spawns but dont move..
4.1)ty do i have to put the ends near each other?

as for 1 and 2 does anyone have an idea?

new question

5)i wanna do make it so when you pass thru a zone
crates a spawner?
i tryed this
http://renhelp.net/index.php?mod=Tutorials&action=view&id=114
but does a spawner i palced all over map not a single spawner i placed on the map via level edit

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