
Subject: My building hit a rut.....

Posted by [LucefieD](#) on Sat, 13 Mar 2004 01:41:13 GMT

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Not literal but anyways I've made a WF based on the teleport script the vehicles are built under ground and then driven into a script zone and teleported above ground but if people dont get there veh right away the next persons will land on it! Is there anyway to move the vehicle after it teleports? or make it so it teleports to different places like the waypoints for normal wf? I thought about making 3 different teleport points but theres not enough room in my building for them So basicly im asking is there anyway to get a vehicle clear of the teleport point after teleporting?

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Posted by [Cpo64](#) on Sat, 13 Mar 2004 09:05:07 GMT

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Create a waypath
and attach a script to the vehicle that tells it to follow that waypath.

Or use the waypaths creativly, so that when it drives threwh the portal, it continues down the same waypath.

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Posted by [LucefieD](#) on Sat, 13 Mar 2004 17:17:54 GMT

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yes I thought of that right after I posted this, but thanks anyway Can i make it continue down the same waypath? cause i cant stretch the waypath from the build zone up above ground? or could i make it go straght up right after the teleport point, and then go level with teh ground again?

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Posted by [Cpo64](#) on Sat, 13 Mar 2004 21:23:15 GMT

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What I would do, is have one way point, right on the edge of the teleport, and the next one, just beyond where it telliports too. Because to the AI it doesn't matter what it does bettween the way points, long as it gets to each one.

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Posted by [LucefieD](#) on Sat, 13 Mar 2004 21:50:40 GMT

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Thanks again
