Subject: Bots, PDS_Test_Follow_Waypath
Posted by Anonymous on Wed, 05 Feb 2003 00:45:00 GMT

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Everyone says that when this script is applied to a vehicle, it moves untill it is fired at and returns fire...Is that how it works with everyone? When I use it the tank that's being fired at fires at the PLAYER, no matter if it's friend or foe, or even how far the player is! They dont fire at the object shooting them! Same with PDS_Test_Modify_Attack, the tank follows the waypath and only shoots the player, again no matter how far away!Which script should I be using to make GDI AI tanks shoot Nod units, and Nod AI tanks shoot at GDI units? [February 04, 2003, 12:46: Message edited by: killakanz]