

---

Subject: Walking Mechs

Posted by [Anonymous](#) on Wed, 22 Jan 2003 21:19:00 GMT

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

---

ooh.By the way johnathan, did you read that post I made in the other thread? I was wondering if someone has/could make a script where object patrols waypath and moves to collide with target, untill either target is destroyed or moves to far from waypath.Is that described well? [ January 22, 2003, 21:19: Message edited by: killakanz ]

---