Subject: Why isnt it working?
Posted by Anonymous on Wed, 15 Jan 2003 09:42:00 GMT

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I set everything up, the tanks are AI'ready, so arnt the infantry for all 4 sides. (Gdi,Nod,Mutant, and "Renegade"). All the waypoints are set up correctly, non of them overlap. Pathfind has been run. Every spawner is set correctly. The tanks have the "base defence" script attached. Anything else i need to give it to make it follow the very small vehicle only way point? I was looking forward to seeing a good ol' fashioned AI war.   ClickNOTE: Renegade always seems to crash half way through loading. [January 15, 2003, 09:44: Message edited by: bigwig992]