Subject: Infantry Waypoints?
Posted by Anonymous on Wed, 11 Dec 2002 23:32:00 GMT
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they will follow this, use PDS_Test_follow_waypathscript on the mutants. get the startID number from the first waypath triangle, get the lastID number, and the whole waypath ID number, write them down. now add them to the script parameters.human pathfind object placed on map, generate pathfind. now it should make the mutants charge up the hill and attack as soon as they get shot at. It worked great on my Artilary/tanks on Pillars_AI map.and oh yeah, KANE LIVES!