
Subject: How about AI Tanks, I know true AI not possible
Posted by [Anonymous](#) on Sun, 27 Oct 2002 19:28:00 GMT

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Ok,to make tanks follow a path,don't use M00_Base_Defense (this is so you know,as if you use it it will keep them from moving). Use PDS_Test_Follow_Waypath. Make a vehicle waypath and get the IDs of the first triangle, last one, and the whole path (the whole path ID should be the first triangle ID - 1). Enter those numbers into the script paramaters and you have tanks that will shoot! The downside is they have to be shot at (by anything) before they will shoot.
