Subject: Waypoints
Posted by bigwig992 on Fri, 28 Jan 2005 02:08:57 GMT

AI Vehicles- JFW_Gaurd_Duty works well, though they will turn around at the end of hte path and head backwards, but they'll shoot at things.

AI Infantry- Usually I don't even attach a script, they follow themselves.

Flying Vehicles- Have a set motion, you have to animate some bones and throw in a cinematic, though if you attach JFW_Cinematic_Attack (I think that's the one) they will shoot things as they pass by.