
Subject: Scripts Question COME ON!

Posted by [laeubi](#) on Thu, 17 Mar 2005 08:09:22 GMT

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

I used thsi for the BattelTanx AI Tanks:

Created a Spawner for this Tank, attached:

M03_BasePatrol (This needs the WAYPATH id not the Id of a singel Waypoint!! I mention that on Renhlp also)

The Tank itself has attached:

M00_Base_Defence

For this to work you must chekc that several things are settet up right!:

- The "SightRange" Should be set to something like 100 or so or the Vehile just won't recognize you!
 - The "SightArc" Should be 360° or the Vehicle won't recognize you when you are behind it!
 - The Turret settings should be settet so the Tank aktualli can turn completely around
 - activate AIM2D, type Turret
 - Be sure the Spawner AND the Tank are settet up for the right team!
 - Be sure to have Waypathes generated!!
-