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Subject: Re: Good VTOL Script combination

Posted by [ghostSWT](#) on Wed, 15 Jun 2005 20:06:43 GMT

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jonwil wrote on Wed, 15 June 2005 05:54for scripts.dll 2.2, I will take a look at that script (and any other scripts people can point me to that have to do with vehicle AI) and see if I can pull off something usefull...

I'de like to see 2 AI vehecle scripts,

1. vehicle is on a way path, it never stops, and when it sees someone it starts shooting(staying and driving on the waypath) untill it's out of range.

2. vehicle is on a waypath, it will stop when it sees someone and will start shooting untill they are dead/out of range, then it will resume the waypath it was in.

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