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Subject: Re: Waypoints?!

Posted by [R315r4z0r](#) on Thu, 16 Nov 2006 03:26:04 GMT

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It doesn't really work that way.. well it works almost like that.

With waypoints, the unit needs a direct path to the starting point on the waypath. Soldiers won't run to the closest point near them. The points have to be assigned to them.

Like you set a script on this bot, telling it to follow waypath ID 133. (example) The bot will then follow that waypath.

There is 2 things you can do. You can either make the waypath looping, so they would patrol the path. Or just make a line, and when they reach the end of the line, they will start running around freely again.

I don't know the best script to use for infantry, so hopefully someone else knows.

But still, that is how it would work.

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