

---

Subject: Re: Waypoints?!

Posted by [Burn](#) on Mon, 20 Nov 2006 23:29:55 GMT

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

---

Hmm.. OK well this time I instead set up a looping waypoint. And, using the JFW\_guard\_duty command I just put in the waypath ID in and put the character spawner next to the waypath and generated the sectors. I have the new scripts installed as well. However, this time when I tried to run the level it just crashed before it even began.

---