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Subject: More Waypoint Problems...

Posted by [Burn](#) on Sun, 26 Nov 2006 15:06:56 GMT

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I'm still having one problem with my waypoints. I set the script "PDS\_Test\_Follow\_Waypath" on the spawner (because it's the only script I've found so far that works) but now when the soldier kills me, they stop following the waypath. I have the latest script (I think- it's 2.9000).

Is there any way to get the soldier to continually follow the path even after they've killed me?

Help is again appreciated.

- Burn

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