
Subject: Server side vehicle waypaths

Posted by [Stefan](#) on Sun, 18 Feb 2007 14:47:24 GMT

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I'm trying to set up a vehicle waypath but it won't work for some reason...

This is what i did:

Make a Human (pathfind generator) > make the Vehicle Waypath Innate waypath > Put a Buggy-spawner on the map > gave the buggy a JFW_Follow_script script (put the ID of the green waypath point in it and gave it 100 speed) > then did Generate sectors > saved the map and put the LDD and DDB in the data folder of my server.

What am i doing wrong?
