
Subject: Re: Server side vehicle waypaths
Posted by [Jerad2142](#) on Sun, 04 Mar 2007 01:37:50 GMT
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ferkhat wrote on Sat, 03 March 2007 14:22hey there is another script it is workig
find script m03_base_patrol and put the waypionts id number and it will work
True but if they spot an enemy they will quite following the waypath.
