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Subject: Re: Waypaths

Posted by [Raptor RSF](#) on Tue, 31 Jul 2007 22:10:24 GMT

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i am working on that too now...  
but the vehicle isnt gonna move

i wanted to know what kind of waypath options i need to set for a spawner vehicle.

the spawn is working but it didnt move.

what option do i need to check and what are they for?:

- 1 Two way
- 2 Human
- 3 Air Vehicle
- 4 looping
- 5 Ground vehicle
- 6 innate pathfind