Subject: A Few Things
Posted by _SSnipe_ on Sun, 08 Jun 2008 22:56:02 GMT

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1)What do i place on server side maps on level edit to block vehicle bots from going somewhere?

2)What do i place on server side maps on level edit to block infantry bots from going somewhere?

3)How can i make a vech bot follow a waypath?

4)how can i make a waypath loop? how can i connect the path's end?