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Subject: Patrolling Bots

Posted by [sauron--the--king](#) on Wed, 19 Nov 2008 08:03:57 GMT

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Hi,

I'm trying to make some bots who follow a looping waypath in LE.

They must stop and follow an enemy unit when they see one. But when the unit is killed, they must return to follow their waypath. Any ideas to do this?

Kind regards,

Brian

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