Hi,
I found a new way to get a patrolling bot.
If a bot has "go to object" script on him,
he will also attack foes on the way. So
what if you teleport the object which he is
following, each time he is near it, he will
turn back and go to the object which is
teleported now. The object must keep teleporting
then. I thought I thought I had it functioning,
but the "JFW_Zone_Send_Custom_Preset_Enter" script
just won't work. Each time the soldier comes
in the zone, which is around the object,
the object must teleport back to the other
side, so he will keep "patrolling". The object
will be teleported with "JFW_Teleport_Custom".
The object had 2 of these scripts attached, one
for teleporting the item back and the other one
teleporting it to the place the soldier began.
For a picture look to the message above.
Can anyone help me with this?
Kind Regards,
Brian