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Subject: Re: Better Vehicle AI

Posted by [Ethenal](#) on Wed, 09 Jun 2010 20:04:03 GMT

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You know one solution would be to use more go points and simply chain them along. Basically, have the vehicle in question go to a point nearby, then have it move to another, and continue this until you get where you want to. It'd be more accurate and you'd have a better guarantee that it'd go the way you want it to go.

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