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Subject: scripts.dll 1.5

Posted by [gibberish](#) on Fri, 20 Feb 2004 09:09:32 GMT

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vloktbokyThe ActionParamStruct that I made the Mobius use was screwed up when it came to tunnels. It refused to move through tunnels, so certain maps like Canyon were almost unplayable.

I suspect the problem is that the AI is setup for vehicles, hence it won't go into the tunnels, I am guessing theres a flag that will make it work for people.

However I have looked at that structure and I don't have a clue how you do that, so an alternative might be to:

Define your own AI to get mobius to move smoothly through the tunnels.

I am not sure if it would work but you could try to detect when mobius is at the tunnel mouth then have waypoints at all the tunnel junctions and tell mobius to move to the waypoints.

Note: I am using the term waypoints liberally basically it would just be an array of Vector3's

Gib

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