

---

Subject: My building hit a rut.....

Posted by [Cpo64](#) on Sat, 13 Mar 2004 21:23:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

What I would do, is have one way point, right on the edge of the teleport, and the next one, just beyond where it telliports too. Because to the AI it doesn't matter what it does bettween the way points, long as it gets to each one.

---