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Subject: Possible? For a vehicle to follow a long waypath?

Posted by [TnTANDY](#) on Fri, 30 Apr 2004 14:17:35 GMT

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I am currently working on a small renegade racing conversion and I am wondering whether it is possible for a vehicle, for example, the humvee to follow a massive waypath around the track? I have modified the humvee to go at like fast speeds and stuff would like it if I could have some kind of AI.

Possible?

And if so, can someone give me a very brief guide on how to do it.

Thanks

Andy

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Subject: Possible? For a vehicle to follow a long waypath?

Posted by [bigwig992](#) on Fri, 30 Apr 2004 15:39:11 GMT

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JFW\_Follow\_Waypath (script to make a unit follow a waypath on creation)

Waypathid (the waypath to follow)

Speed (how fast to follow it)

Use that script, fill in it's parameters. Make sure you get the waypath id and not the wayPOINT id. Do this by double clicking ont he green line connecting the paths. Speed it up to you. Attach this to a spawner or vehicle, depending on if you want the vehicle to come back and follow again.

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Subject: Possible? For a vehicle to follow a long waypath?

Posted by [TnTANDY](#) on Fri, 30 Apr 2004 15:42:47 GMT

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thx, will give it a go

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Subject: Possible? For a vehicle to follow a long waypath?

Posted by [TnTANDY](#) on Fri, 30 Apr 2004 16:04:39 GMT

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Yup, works 100% fine, Many Thanks!!!

Your a life saver, hehe!

Andy

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