Subject: Infantry Waypoints?
Posted by Anonymous on Wed, 11 Dec 2002 17:03:00 GMT
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How do i use infantry waypoints? I'd like to force some mutants up a highly defended hill, shooting and moving at the same time as they go along. I've tryed placing infantry only waypoints but they dont seem to follow them(yes I've run pathfinding). Also, i want to have this so, if the mutants get up the hill, and to a bunker in the back of the map, then the game will be over, and neither gdi nor nod will win (they work together to stop mutants in my mod). Now how would i do this? Help? Please? Email me at kidrage11@attbi.com because by the time i check back, this topic will be at the end of the list   .

Subject: Infantry Waypoints?
Posted by Anonymous on Wed, 11 Dec 2002 23:32:00 GMT
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they will follow this, use PDS_Test_follow_waypathscript on the mutants. get the startID number from the first waypath triangle, get the lastID number, and the whole waypath ID number, write them down. now add them to the script parameters.human pathfind object placed on map, generate pathfind. now it should make the mutants charge up the hill and attack as soon as they get shot at. It worked great on my Artilary/tanks on Pillars_AI map.and oh yeah, KANE LIVES!

Subject: Infantry Waypoints?
Posted by Anonymous on Thu, 12 Dec 2002 04:57:00 GMT
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It..worked! It was all my fault too. I was a complete idiot. I forgot to change the waypoints preferences. Opps   . But now i need to know how to make a script zone where...if the mutants enter it, the game is over. Any idea on how to set a script for the 3rd party?

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Posted by Anonymous on Thu, 12 Dec 2002 05:57:00 GMT
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I believe there is a mission fail script zone in the level editor. Just have to hunt for it. Then you'd have to play around with it to see if it will work how you want it.

Subject: Infantry Waypoints?
Posted by Anonymous on Thu, 12 Dec 2002 08:11:00 GMT
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Mission Complete Script is SP only , will NOT work in MP