Subject: Waypoints?!
Posted by Burn on Wed, 15 Nov 2006 21:52:55 GMT
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This is just another quick question, and it may sound completely dumb. But, what I have is a bunch of soldiers running around because UseInnateBehavior is checked. Now, I'd like to make it so when they get within a close proximity of a path, they follow it. And, when they're done with the path they run around freely again until they get close to another path.

I thought they did it automatically. I tested it already and it seems to not be working. Is there a script I'm missing or something?

Help always appreciated.
   - Burn

Subject: Re: Waypoints?!
Posted by R315r4z0r on Thu, 16 Nov 2006 03:26:04 GMT
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It dosn't really work that way.. well it works almost like that.

With waypoints, the unit needs a direct path to the starting point on the waypath. Soldiers won't run to the closest point near them. The points have to be assigned to them.

Like you set a script on this bot, telling it to follow waypath ID 133. (example) The bot will then follow that waypath.

There is 2 things you can do. You can either make the waypath looping, so they would patrol the path. Or just make a line, and when they reach the end of the line, they will start running around freely again.

I don't know the best script to use for infantry, so hopefully someone else knows.

But still, that is how it would work.

Subject: Re: Waypoints?!
Posted by Jerad2142 on Thu, 16 Nov 2006 06:40:52 GMT
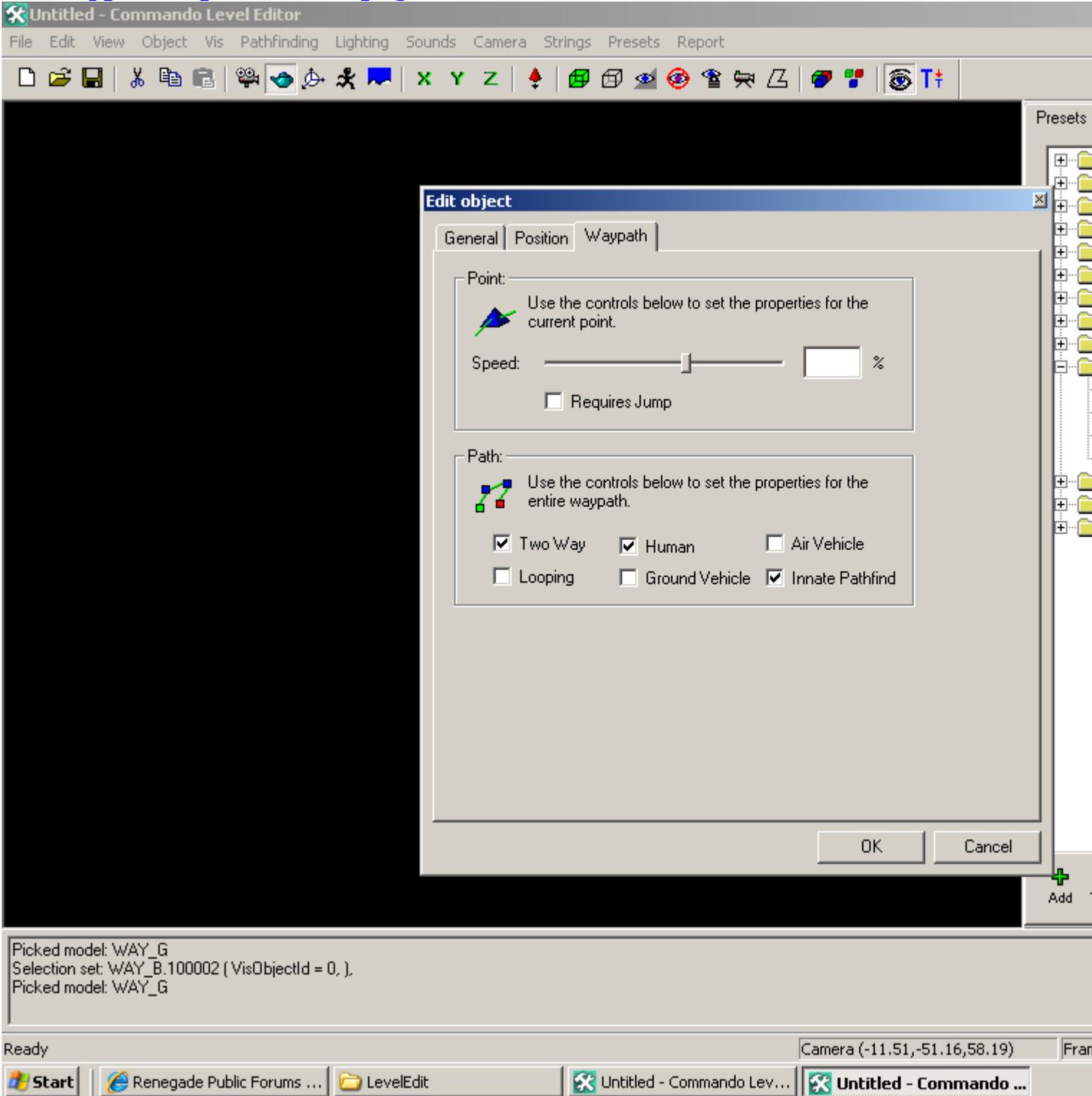View Forum Message <> Reply to Message

Actually I have set it up so the ai would follow certain waypaths if they wanted to get to a certain place. What I had done was made a teleporter and put a waypath to its exit point (I did generate pathfind and there was no way walkable to get there), and if you went through the teleporter you would be teleported to a spot otherwise not accessible. If you made enough noise the ai would here it and run to the teleporter and come to your position (there we no scripts attached to the solider either), and if you were to remove the waypath the ai would no longer come to you.

Or at least I think the settings were like this, I lost the actual copy of the level a while back.

File Attachments
1) waypathexplanition.png, downloaded 504 times

## Subject: Re: Waypoints?!
Posted by Burn on Thu, 16 Nov 2006 19:14:41 GMT
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Hmm.. That's actually what I did with the paths. I selected one node and turned on "Two Way", "Human" and "Innate Pathfind." I kinda just assumed that Innate Pathfind meant that all of the innate soldiers would find the path. Heh heh..

I was more curious than anything. I thought it wouldn't work though because the Harvester only works when you put the path right in front of its dumb self.

Thanks for the help!

## Subject: Re: Waypoints?!
Posted by Jerad2142 on Thu, 16 Nov 2006 20:06:52 GMT
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Try putting the start and end of the paths in zones.

## Subject: Re: Waypoints?!
Posted by Veyrdite on Fri, 17 Nov 2006 22:14:49 GMT
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jfw_guardjuty (somedin like that) has waypoint options as well as having other snazzies. havent tried it though.

note that not all of the jfw's work

## Subject: Re: Waypoints?!
Posted by danpaul88 on Fri, 17 Nov 2006 22:23:23 GMT
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actually most if not all of jonwils scripts work, if you set them up properly. The only problem is some of them could do with being documented better, rather than just listing what the parameters are for, but if you really want to make them work you can usually figure them out.

## Subject: Re: Waypoints?!
Posted by Jerad2142 on Fri, 17 Nov 2006 22:23:55 GMT
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Here is a good question, has anyone ever got "Requires Jump" to do anything?

Subject: Re: Waypoints?!
Posted by Veyrdite on Fri, 17 Nov 2006 22:27:43 GMT
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that would be cool if you set a vehicle to a waypath and edit one of the waypoints to make em jump. too bad you'd probably have to add some more bones and scripts to the model.
(rubber mammy jumping off a cliff?) lol

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Subject: Re: Waypoints?!
Posted by Jerad2142 on Fri, 17 Nov 2006 22:28:59 GMT
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Well I meant infantry (you probably knew this, so I'm just pointing out the obvious).

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Subject: Re: Waypoints?!
Posted by Veyrdite on Fri, 17 Nov 2006 22:35:02 GMT
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i know...... man, i hate reality.
lets sue reality, or at least the ren engine

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Subject: Re: Waypoints?!
Posted by Jerad2142 on Fri, 17 Nov 2006 22:37:59 GMT
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dthdealer wrote on Fri, 17 November 2006 15:35i know...... man, i hate reality.
lets sue reality, or at least the ren engine
I don't think it would help much, beings EA kill Westwood and then drooped Renegade. All they do now is use the renegade engine for their 3d war games like generals, and Battle for Middle Earth.

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Subject: Re: Waypoints?!
Posted by Veyrdite on Fri, 17 Nov 2006 22:45:17 GMT
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it was just a pun

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Subject: Re: Waypoints?!
Posted by Jerad2142 on Fri, 17 Nov 2006 23:28:29 GMT
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No really I thought you were serious (sarcasm intended in a joking manor).

Subject: Re: Waypoints?!
Posted by Burn on Mon, 20 Nov 2006 23:29:55 GMT

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Hmm.. OK well this time I instead set up a looping waypoint. And, using the JFW_guard_duty command I just put in the waypath ID in and put the character spawner next to the waypath and generated the sectors. I have the new scripts installed as well. However, this time when I tried to run the level it just crashed befroe it even began.