
Subject: Why isnt it working?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 09:42:00 GMT

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I set everything up, the tanks are Al'ready, so arnt the infantry for all 4 sides. (Gdi,Nod,Mutant, and "Renegade"). All the waypoints are set up correctly, non of them overlap. Pathfind has been run. Every spawner is set correctly. The tanks have the "base defence" script attached. Anything else i need to give it to make it follow the very small vehicle only way point? I was looking forward to seeing a good ol' fashioned AI war. ClickNOTE: Renegade always seems to crash half way through loading. [January 15, 2003, 09:44: Message edited by: bigwig992]

Subject: Why isnt it working?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 09:47:00 GMT

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is it mix, or pkg?

Subject: Why isnt it working?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 09:50:00 GMT

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for the Follow use the M03_Base_Patrol waypath.the parameter is the ID of the waypath.

Subject: Why isnt it working?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 09:57:00 GMT

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its a package, theres other "test" maps in the package...

Subject: Why isnt it working?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 10:02:00 GMT

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ooh botwar.

Subject: Why isnt it working?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 10:37:00 GMT

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are you usind custom scripts or somthing like that? Are other Pkg's/maps crash?

Subject: Why isnt it working?

Posted by [Anonymous](#) on Wed, 15 Jan 2003 10:53:00 GMT

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delete the Renegade and Mutant Units and try it without them.

Subject: Why isnt it working?

Posted by [Anonymous](#) on Thu, 16 Jan 2003 00:03:00 GMT

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No special scripts, it might be the med tank innate conversions, maybe...it wasn't meant to be. Either that, or i might of screwed up making the civilian characters into "Renegade" team.
