
Subject: AI waypath

Posted by [The Elite Officer](#) on Fri, 16 Nov 2007 13:34:50 GMT

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Hi, I placed an AI, Nod_Minigunner_Agg, and then laid a infantry only waypath and then attached a script JFW_Follow_Waypath but when it follows the waypath and gets to the end it will not fire at the enemies it just sits there. And also if I put just the AI bot itself it will not fire at the enemy, so what can I do? I guess I am trying to get it to be like the AI in MP practice.

Subject: Re: AI waypath

Posted by [The Elite Officer](#) on Fri, 16 Nov 2007 16:34:18 GMT

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Here is a screenshot of another AI bot that got to the end of the waypath and would not fire at me.

Subject: Re: AI waypath

Posted by [Canadacdn](#) on Fri, 16 Nov 2007 17:08:41 GMT

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If you tell it to just follow the waypath, it will not fire at you. Add some more scripts to get it to do that, and if you want it to keep moving on the waypath, select the green triangle at the beginning of it and check off "two way". If the waypath loops around back to the base, check off "loop" too.

Subject: Re: AI waypath

Posted by [The Elite Officer](#) on Fri, 16 Nov 2007 17:10:58 GMT

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Yes but what script do I use to get it to get to the end of the waypath and then act like an AI bot and fire at the enemy?

EDIT:

I mean I used the AI bot from the game and it has the proper "innate" setting on it, so why is it not working, what did they do in MP practice to get theirs to work?

Subject: Re: AI waypath

Posted by [bisen11](#) on Sat, 17 Nov 2007 03:22:37 GMT

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It should work if you have proper innate settings... I never had problems with that. Post a

screenshot of your innate settings and the scripts attached to the bot.

Subject: Re: AI waypath
Posted by [Jerad2142](#) on Sun, 18 Nov 2007 22:59:28 GMT
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Check is_innate
Generate pathfind
and he will not shoot while following the waypath

Subject: Re: AI waypath
Posted by [The Elite Officer](#) on Mon, 19 Nov 2007 16:41:55 GMT
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Never mind, I fixed the problem. I attached a script "M00_Action" to give them the AI ability, and then I attached "JFW_Follow_Waypath" and it worked just fine, plus I did not have to run the pathfind.

Subject: Re: AI waypath
Posted by [Jerad2142](#) on Mon, 19 Nov 2007 17:55:47 GMT
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As a side note, the only vehicle type that will follow waypaths without pathfind are air craft.

Subject: Re: AI waypath
Posted by [The Elite Officer](#) on Tue, 20 Nov 2007 16:38:36 GMT
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Lies, I attached the JFW_Follow_Waypath script to a vech and it followed a waypath just fine, in fact I noticed I never need to run pathfind, even with the harvy. I just have to lay the path and it does it by itself with no pathfind. Anyway I was also using CPU_Neo_Vehicle script on all the vechs besides the hrarvys.

Subject: Re: AI waypath
Posted by [Jerad2142](#) on Wed, 21 Nov 2007 14:18:03 GMT
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The Elite Officer wrote on Tue, 20 November 2007 09:38Lies, I attached the JFW_Follow_Waypath script to a vech and it followed a waypath just fine, in fact I noticed I never need to run pathfind, even with the harvy. I just have to lay the path and it does it by itself with no

pathfind. Anyway I was also using CPU_Neo_Vehicle script on all the vechs besides the hrarvys. You do realize that you only have to generate pathfind once right?

Subject: Re: AI waypath

Posted by [The Elite Officer](#) on Thu, 22 Nov 2007 16:28:16 GMT

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The Elite Officer wrote on Tue, 20 November 2007 11:38Lies, I attached the JFW_Follow_Waypath script to a vech and it followed a waypath just fine, in fact I noticed I never need to run pathfind, even with the harvy. I just have to lay the path and it does it by itself with no pathfind. Anyway I was also using CPU_Neo_Vehicle script on all the vechs besides the hrarvys.

You did not read my message fully, I said that I NEVER need to do the pathfind, it seems to work without it.

Subject: Re: AI waypath

Posted by [Slave](#) on Thu, 22 Nov 2007 23:01:52 GMT

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Ground troops do need pathfind. If you would pay a bit of attention, you would notice westwood already generated pathfind in the .lvl file you edited on.

So in a way both of you ladies are right. It needs to be done, but Elite never did it because it was already done by westwood.
