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Subject: Action->Goto

Posted by [zunnie](#) on Sat, 07 Mar 2009 13:03:12 GMT

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```
if (Commands->Find_Object(FollowID))//w00t we found our hero to the rescue
{
    GameObject *GotoObject = Commands->Find_Object(FollowID);
    ActionParamsStruct params;
    params.Set_Basic(this,100,100);
    params.Set_Goto_Following(GotoObject,1.0f,1.5f,true);//void Set_Goto_Following(GameObject
*Target,float speed,float arrivedistance,bool following);
    Commands->Action_Goto(obj,params);
    Following = true;
    Commands->Start_Timer(obj,this,1.0f,789);//our hero is alive so we continue following
    Commands->Give_Money(Pokerguy,1.0f,0);
}
```

Im using the above code to get a hostage bot follow players around but the script 'breaks' on doors.

The hostage won't follow players when they pass a door for example.

Is there any way this can be fixed?

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Subject: Re: Action->Goto

Posted by [mr£ÄŠÄ-z](#) on Sat, 07 Mar 2009 13:06:14 GMT

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looping it?

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Subject: Re: Action->Goto

Posted by [cAmpa](#) on Sat, 07 Mar 2009 13:09:36 GMT

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Had that problem too, it has something to do with the map itself.

(For example complex nod ref)

On some buildings it's running fine on other not.

i don't think there is a way to fix it serverside.

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Subject: Re: Action->Goto

Posted by [DL60](#) on Sat, 07 Mar 2009 13:35:08 GMT

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Because there are no pathfind sectors at some doors on some maps. It's like a wall for AI.

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Lon time ago I tried to place some pathfind generators at these doors and to recalculate the pathfind sectors again but it doesn't work. LE didn't place pathfind sectors there.

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Subject: Re: Action->Goto

Posted by [danpaul88](#) on Sat, 07 Mar 2009 14:06:34 GMT

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There's a setting in LE for tiles that tells it whether it should be considered collidable during pathfind generation, and I guess some of the doors are set to collidable (and hence get no pathfinding) while others are set to non-collidable (and therefore do get pathfinding).

Since the doors would open anyway for the AI it would make sense to set them to non-collidable for pathfinding, but I guess Westwood didn't do it for all of the doors for some reason.

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Subject: Re: Action->Goto

Posted by [Jerad2142](#) on Sun, 08 Mar 2009 00:43:54 GMT

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danpaul88 wrote on Sat, 07 March 2009 07:06 There's a setting in LE for tiles that tells it whether it should be considered collidable during pathfind generation, and I guess some of the doors are set to collidable (and hence get no pathfinding) while others are set to non-collidable (and therefore do get pathfinding).

Since the doors would open anyway for the AI it would make sense to set them to non-collidable for pathfinding, but I guess Westwood didn't do it for all of the doors for some reason.

I'd assume there are some doors that Westwood wouldn't have wanted AI to go through (on single player) that way the player wouldn't always have to watch their back/just stand in one spot and wait for the bots to come to them.

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