Subject: Re: Adding AI to the turrets of vehicles? & Vehicle Lock
Posted by Slash0x on Mon, 21 Feb 2005 00:54:19 GMT

The best script combos I found to use is M08_Vehicle_Attack_01, M08_Vehicle_Attack_02, or M08_Vehicle_Attack_03 with the M08_Encounter_Unit or some other script. It's like Hunter_Controller or something, you just place it somewhere and the vehicle will hunt down the player when they get into the pathfind zone it is in.

There's another script that someone made called Vehicle_AI or something. I haven't tested this one yet thou.