Subject: Re: unit pathfinding
Posted by LR01 on Sat, 19 Aug 2006 10:32:34 GMT
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try: http://renhelp.laeubi-soft.de/index.php?tut=0
there are tuts about it,
and for a vech follow a waypatch,
1 make a waypatch (Vehicle Only Waypath)
2 make a vechile
3 add JFW_Follow_waypatch to the vech
4 copy the id of the waypatch(the whole waypach) and fill it in by waypacth id, and for speed
1.000
not sure wath to with soldiers, but M03_Base_patrol will work
and for a human spawner it is just,
object ; spawner ; Startup Spawners , the GDI ore Nod spawner