Subject: Re: Waypoints?!
Posted by Jerad2142 on Thu, 16 Nov 2006 06:40:52 GMT

Actually I have set it up so the ai would follow certain waypaths if they wanted to get to a certain place. What I had done was made a teleporter and put a waypath to its exit point (I did generate pathfind and there was no way walkable to get there), and if you went through the teleporter you would be teleported to a spot otherwise not accessible. If you made enough noise the ai would here it and run to the teleporter and come to your position (there we no scripts attached to the solider either), and if you were to remove the waypath the ai would no longer come to you.

Or at least I think the settings were like this, I lost the actual copy of the level a while back.

File Attachments
1) waypathexplanition.png, downloaded 302 times

Picked model: WAY_G
Selection set: WAY_B.100002 (VisObjectId = 0,),
Picked model: WAY_G

Ready

Camera (-11.51,-51.16,58.19)