## Subject: Re: Intro + Some Questions
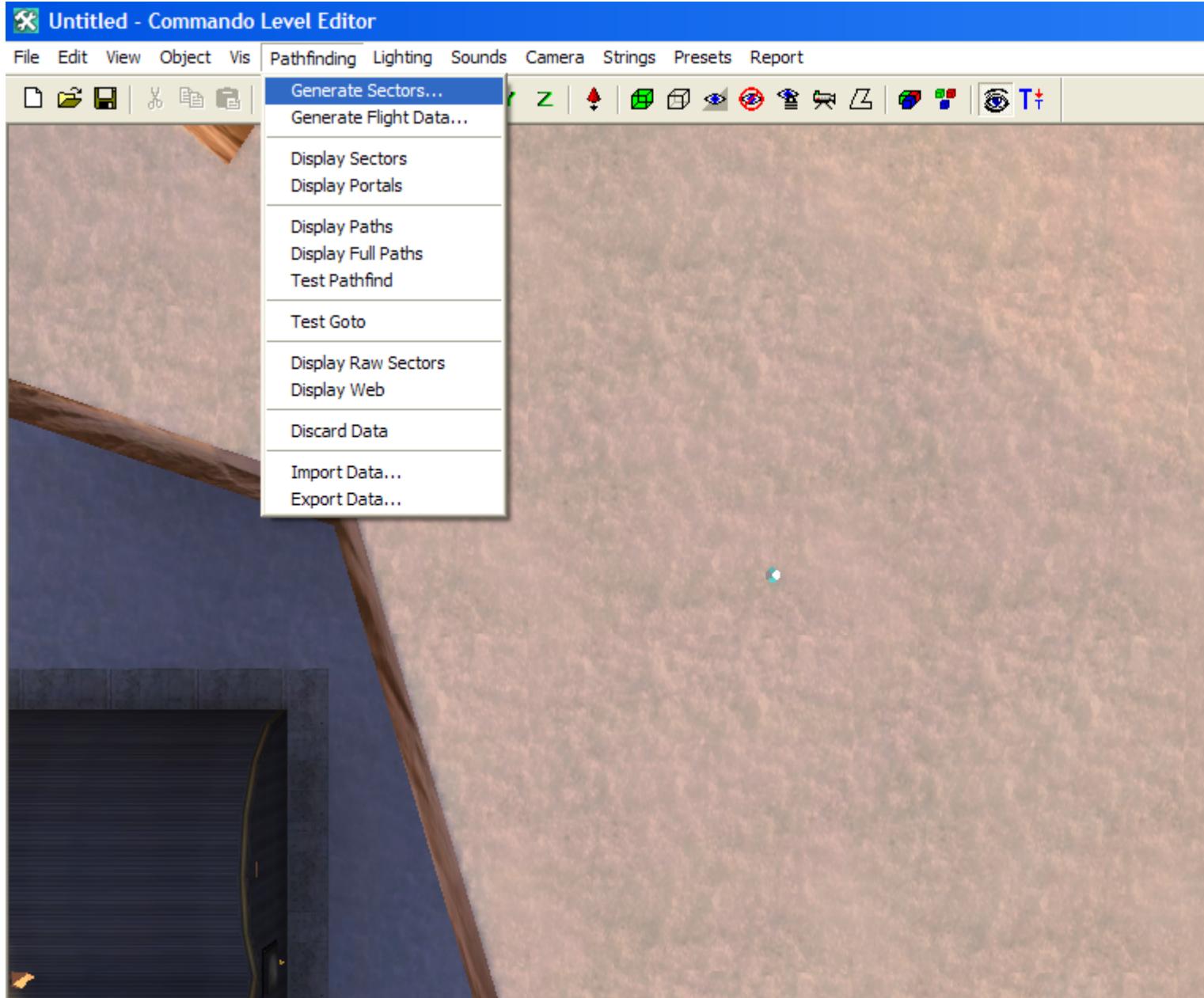Posted by Jerad2142 on Thu, 09 Oct 2008 14:58:32 GMT

To get bots to follow you you need to open up your level and place a pathfind node, then generate the sectors. Pathfind tells a bot where it can move without getting stuck on a wall. Where ever the bot does not detect a pathfind network, it will not move which is why your bots don't follow you even if you have M04_Hunter_JDG attached to them.

## File Attachments
1) pathfind.PNG, downloaded 517 times

**Untitled - Commando Level Editor**

File  Edit  View  Object  Vis  **Pathfinding**  Lighting  Sounds  Camera  Strings  Presets  Report

Generate Sectors...
Generate Flight Data...

Display Sectors
Display Portals

Display Paths
Display Full Paths
Test Pathfind

Test Goto

Display Raw Sectors
Display Web

Discard Data

Import Data...
Export Data...

Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Scripts\tiles\building aggregates - multiplay\mp - gdi barracks\bar_pct_master.tga
Invalid TGA format used in C:\Program Files\RenegadePublicTools\LevelEdit\Scripts\tiles\building aggregates - multiplay\mp - nod power plant\ply-gradient.tga
TimeManager::Update: warning, frame 2033 was slow (11719 ms)

Build bounding volumes for all static obstacles in the world.

start    Lucas20 - Con...    C:\Program Fil...    Command and ...    Cheryl - Conve...    Untitled - Com...