
Subject: Re: Intro + Some Questions

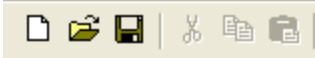
Posted by [Jerad2142](#) on Thu, 09 Oct 2008 14:58:32 GMT

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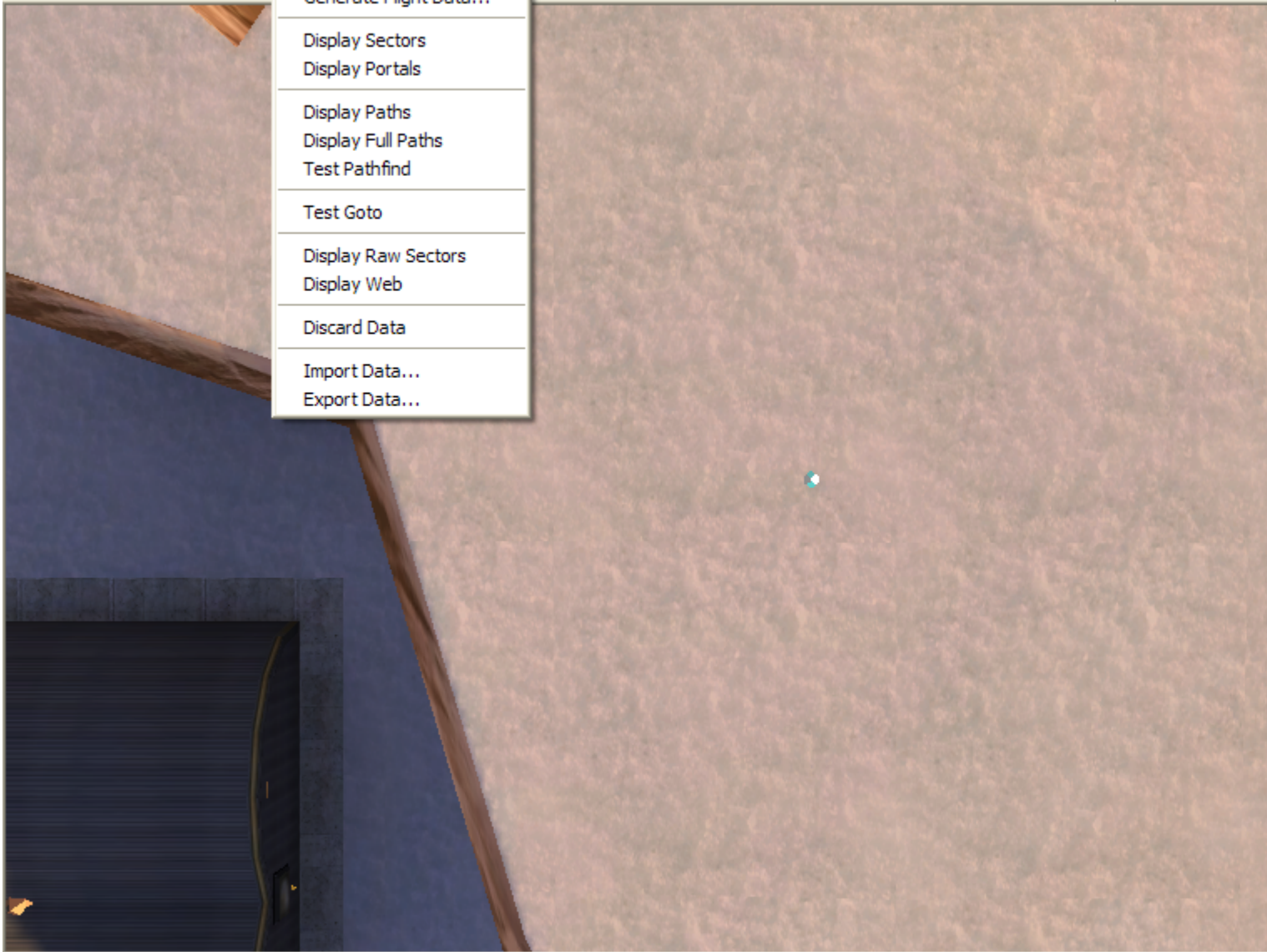
To get bots to follow you you need to open up your level and place a pathfind node, then generate the sectors. Pathfind tells a bot where it can move without getting stuck on a wall. Where ever the bot does not detect a pathfind network, it will not move which is why your bots don't follow you even if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

File Attachments

1) [pathfind.PNG](#), downloaded 600 times



- 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.

