Posted by vloktboky on Sat, 05 Mar 2005 18:17:53 GMT
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Not sure about the player follow script (or if it even works), but you are on the right track. You can have an AI event attached to a script to have it follow the player that poked it, but this has to be created in your scripts.dll source code. I am unaware of any script already created that does this for you.

Try submitting a request for its creation to someone, or if you know how, you can try making it yourself. Just look for the AI calls in the scriptsfactory.