
Subject: Re: Co-op problem

Posted by [Kamuix](#) on Tue, 09 May 2006 23:23:28 GMT

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The vehicle spawners should work much like the soldiers. I would use JFW_Base_Defence for them. JFW_Follow_Waypoint.

I have always attached the soldiers directly to the waypath so i'm not sure weather or not it would work without them attached directly.
