I am still getting a problem with some scripts not working.

In a map I made using I think scripts 3.1 or 3.2, I made some vehicles follow waypaths to an area then battle each other.

Now when I load the map with the mod installed, the vehicles just sit on their spawn, and when I shoot at them (Enemy or Allied, it doesn't matter) The vehicle just follows me. The vehicles don't even shoot at anything.

When I remove the mod, the vehicles work just fine.

I will go and check the scripts I used then edit this post. brb.

EDIT: ok.. I can't check which scripts I used because the level keeps crashing on load in Lvl Edit -_-...

If I remember correctly I think I used the script M03_Base_Patrol for the waypaths and Neo_Vehicle_AI for their aggressiveness in battle.