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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.

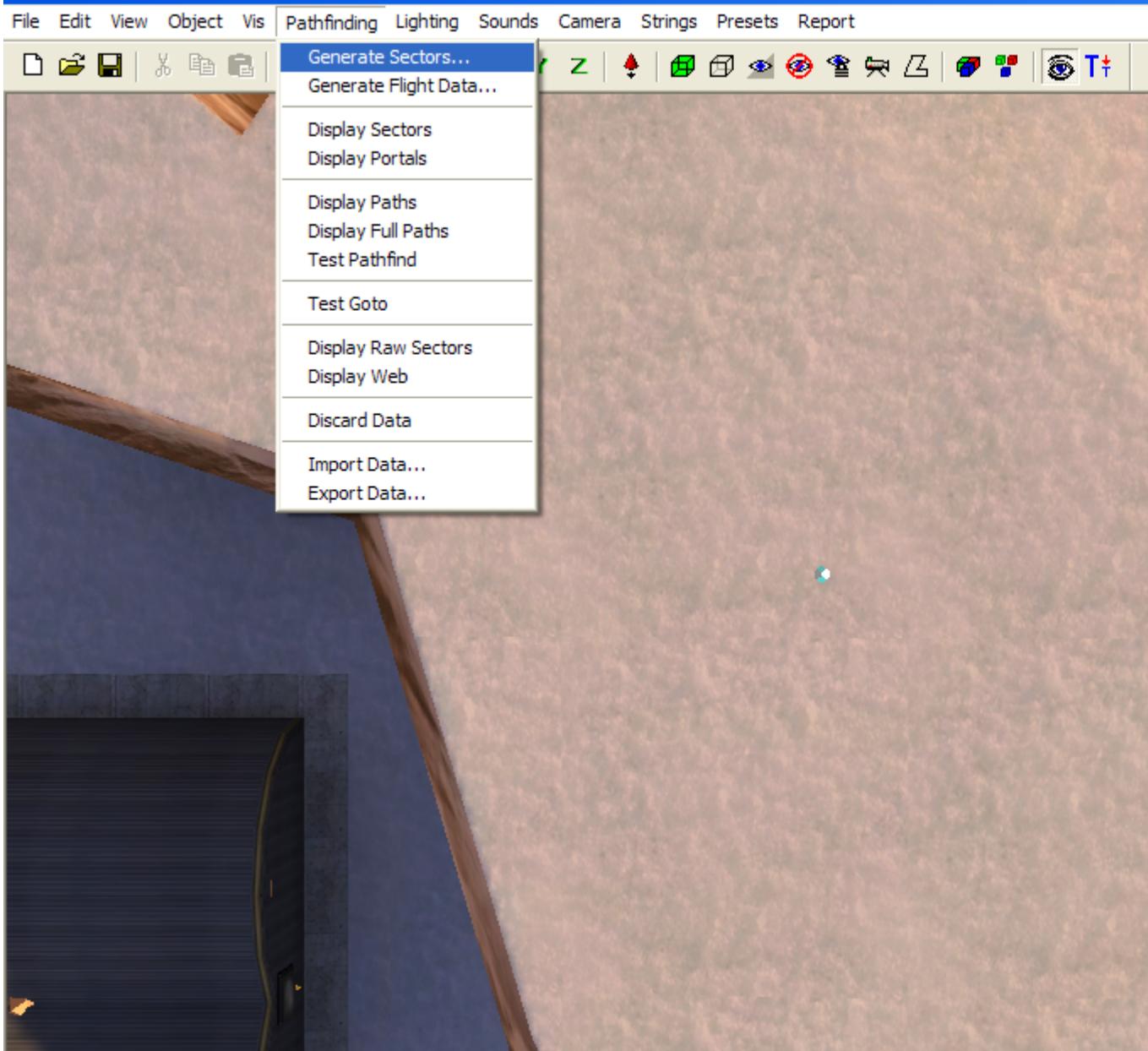
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#### File Attachments

- 1) [pathfind.PNG](#), downloaded 483 times

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# Untitled - Command Level Editor



Build bounding volumes for all static obstacles in the world.

