Hey guys,

I've been out of the loop for a while, and I was wondering if there's a way to make better vehicle AI now?

I've tried the M08_Mobile_Vehicle and M08_Go_Point technique but for some stupid reason my tanks completely turn around and go to the enemy base the long way (through the other entrance) when there's a perfectly straight path right in front of it.

I've also tried the CPU_Neo_Vehicle_AI thing, and all the tank did was sit there and block my human AI.

So I was wondering if there's some new way to make vehicle AI that does what you want it to do? Thanks.