
Subject: Re: Singleplayer scripts

Posted by [dblancey1](#) on Sat, 09 Sep 2017 19:10:53 GMT

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sla.ro(master) wrote on Sat, 09 September 2017 05:13I would love to see how M03_Goto_Star is done ;p

awesome work

Jerad has a clone of that script with a bunch of fixes on it as well. It doesn't break if the closest player is in an area with no pathfinding. It will go to the next closest player in that case. Its probably a better one to use for any coop maps since it was designed with multiple players in mind.

JMG_Utility_AI_Goto_Player
