

Station Pathfinding

Im not really good in explain something, so sry if it is really hard to understand.

You will find the pathfinding in the mdl data. form the cargo station. You will find the cargo tation in
res\models\model\station\road\

You will now see the orginal code from the medium_old.mdl. I try to explain what is what with this code.

Code

```

local          laneutil          =          require          "laneutil"

function          data()
return          {
  boundingInfo          =          {
    bbMax          =          {of an object from the origin of positive values
23,175.2159490585321,wide,deep,high of a object from the origin to positive values
},
    bbMin          =          {
-23,-15,-0.013722999952734,wide,deep,high of a object from the origin to negative values
the bbMin value of the deep number"-15" it the each to the street
},
  },
  collider          =          {
    params          =          {

  },
  type          =          "MESH",

  },
  lods          =          {
    {
      animations          =          {

    },
    children          =          { /here you will find all path of the Mashdata /
      {
        id          =          "station/road/cargo_medium_old_lod_0_floor.msh",          /Unte
        transf          =          {
/here change position of the object in the center of the mesh and say for any your position in the member.
        },
        type          =          "MESH",

      },
      {
        id          =          "station/road/cargo_medium_old_lod_0_lanes.msh",          /Unte
        transf          =          {
1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1,
        },
        type          =          "MESH",

      },
      {
        id          =          "station/road/cargo_medium_old_lod_0_station.msh",          /build
        transf          =          {
1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1,
        },
        type          =          "MESH",

      },
      {
        id          =          "asset/industry/pallet_01_lod_0_pallet_01.msh",          /De
        transf          =          {
1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, -2.8516, -4.5346, 0.2862, 1,
        },
        type          =          "MESH",

      },
      {
        id          =          "asset/industry/pallet_01_lod_0_pallet_01.msh",          /De
        transf          =          {
https://dev.transportover.net/lexicon/entry/45-station-pathfinding/ 1, 0, -1.6516, -4.5346, 0.2862, 1,
        },
        type          =          "MESH",

```

Alles anzeigen