Station Pathfinding

Im not really good in explain somthing, 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
23,17,5.2159490585327,/wide,deep,high/of object from the origin axis point of positive values
},
bbMin = {
-23,-15,-0.013722999952734,/wide,deep,high/of object from the origin axis point of negative values
the bbMin value of the deep number "-15" i 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 = {
/he change position Object all indication have terminal Ahe hand bahy from your jpp position to the number.
},
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 = {
1, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, -1.6516, -4.5346, 0.2862, 1,
},
type = "MESH",
```

https://www.transportfever.net/lexicon/entry/45-station-pathfinding/

Alles anzeigen