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 an object from the origin axis point of positive values
    },
    bbMin = {
    -23,-15,-0.013722999952734,/wide,deep,high/of an object from the origin axis point of negative values
  thebbMinvalueofthedeepnumber"-15"itheeachtothestreet
    },

    },
    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 the object indication to the Atomeditor which you can put into 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