

Station Pathfinding

I'm not really good in explaining something, so sorry if it is really hard to understand.

You will find the pathfinding in the mdl data. from the cargo station. You will find the cargo station in res\models\mdl\station\road

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

Code

```

local laneutil = require "laneutil"

function
return
boundingInfo =
bbMax = {of an object from the origin of positive values
23.175.21594905853wide deep high object from the origin axis point of positive values
},
bbMin =
-23,-15,-0.013722999952734,wide deep high object from the origin axis point of negative values
the bbMin value of the deep number "-15" it's each to the street
},

},
collider =
params =
{

},
type =
"MESH",

},
lod =
{
animations =
{

},
children = { /here you will find all path of the Mashdata /
{
id = "station/road/cargo_medium_old_lod_0_floor.msh",
transf =
/Unter
/hey change position of jeaktion have them in mind what you want for your jepusitatis for them.
},
type =
"MESH",

},
id = "station/road/cargo_medium_old_lod_0_lanes.msh",
transf =
/Unter
1, 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",
transf =
/build
1, 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",
transf =
/De
1, 0, 0, 0, 1, 0, 0, 0, 1, 0, -2.8516, -4.5346, 0.2862, 1,
},
type =
"MESH",

},
id = "asset/industry/pallet_01_lod_0_pallet_01.msh",
transf =
/D
1, 0, 0, 0, 1, 0, 0, 0, 1, 0, -1.6516, -4.5346, 0.2862, 1,
},
type =
"MESH",

```

[Alles anzeigen](#)