

# setPathPostprocessMode



<b>Introduced in</b>	
Version:	1.33
<b>Description</b>	
Description:	Sets the path-finding post-processing mode for an AI group (for example, walking on the side of a road).
<b>Syntax</b>	
Syntax:	group <b>setPathPostprocessMode</b> mode
Parameters:	<ul style="list-style-type: none"><li>group: <a href="#">Group</a> - AI group.</li><li>mode: <a href="#">String</a> - Mode that defines which group members should post-process their path. Can be:<ul style="list-style-type: none"><li>"ONLYLEADER" - Only group leader (default).</li><li>"ALL" - All the units in a group.</li><li>"NONE" - No unit in a group (<i>V1.40+</i>).</li></ul></li></ul>
Return Value:	<a href="#">Nothing</a>
<b>Examples</b>	
Examples:	<pre>(group player) setPathPostprocessMode "ALL" ;</pre>
<b>Additional Information</b>	
See also:	<a href="#">disableAI</a> , <a href="#">getPathPostprocessMode</a>
Multiplayer:	
Problems:	

## Notes