Subject: calling for more script ideas
Posted by Anonymous on Sun, 12 Jan 2003 23:13:00 GMT
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What about a script that makes a bot, once spawned, to go towards the nearst enemy unit and, once within a certain range, blows up?Also, could a script, seperate the PT's? For example, could a script make it so that you can only perchase Infantry from the Barrack/Hand Of Nod and Vehicals from the Warfactory/AirStrip? [January 12, 2003, 23:15: Message edited by: Zeelich]