
Subject: calling for more script ideas

Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:37:00 GMT

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I cant make vechicles have true AI. I can only make vechicles do things like "folow this waypath and shoot at anything that comes in range. Once the thing thats in range is dead or moves out of range or whatever, resume folowing waypath. Stuff like that. So I need ideas for vechicle AI thats possible, give me ideas As for the building sounds one, I can do that.The "engineer bot" isnt possible. Making an engineer that will always repair a specific building is possible (basicly, a bit like the construction yard except that killing the engineer stops the repair as opposed to blowing up a construction yard). JFW_Engineer_Repair and JFW_Engineer_Target will make this work
