Subject: calling for more script ideas
Posted by Anonymous on Sun, 12 Jan 2003 22:14:00 GMT
View Forum Message <> Reply to Message

Well, I have one....Once spawned the bot goes to the nearest damaged, ally building and repairs it. Once repaird, the bot would move to the next closest, damaged, ally building....With that same AI, if the bot was attecked, it would either use it's Pistol, or, if an-armed, run towards the nearst allied defence building, or nearst allied player/bot.If that enough detail? Or should I try to add more? [January 12, 2003, 22:15: Message edited by: Zeelich]