Subject: calling for more script ideas
Posted by Anonymous on Sun, 12 Jan 2003 21:57:00 GMT
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I am still in need of script ideas.I am now opening the floor (for the first time ever) to AI scripts. I need any AI ideas you have. You need to describe your ideas in detail, else I cant make them.With the AI scripts, if there are existing scripts that do part of what you want (for example if you want a script that patrolls a waypoint and shoots at anything that gets in range, finding an existing script that does the waypoint patroll part will make it easier for me to write the new one. Basicly, the more existing AI scripts I have to learn from, the more new ones I can write.