
Subject: Need help with AI for a New mod (PLS READ DANTE)

Posted by [Anonymous](#) on Sat, 14 Dec 2002 21:30:00 GMT

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quote:Originally posted by Advis2000:(This messgae was edited because I was verbally attacked by ACK in these forums, and even now he's got his Orca ready to fire at my house....)Could someone please tell me how to add the following using Commando Level Editor, it's for a new mod:*GDI & Nod Mini Gunners*GDI & Nod Rocket Soldiers*GDI & Nod Officers (Both Varieties)*Nod Flamethrower*GDI GrenadierAlso would like to know how can I get the best pathfinding from them, my last mod all the bots went along the same path always....THANX IN ADVANCE.(There ACK you are the king of the fussy ones.....)Step #1, ignore flames...Step #2, download RenHelp, found here <http://dante.havocide.com/modX/Step> #3, Follow the tutorials on AI, DONT skip any, and FOLLOW along, as in, do what the tutorial is explaining as you read it.Step #4, Ask further question... hope that helps a bit...
