Subject: Need help with AI for a New mod (PLS READ DANTE)
Posted by Anonymous on Fri, 13 Dec 2002 13:39:00 GMT
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quote:Originally posted by Advis2000:Could someone plaeas 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 & NOT 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.Remember, it's Nod, not NOD or NOT.