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Subject: Renegade Script Language

Posted by [Anonymous](#) on Wed, 23 Oct 2002 13:44:00 GMT

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I see, but I don't know all complete things for example the tag for hum-vee and so on. But the above question I is not my main question. I want to make a small Multiplayer LAN Game with Bots and so I have to create the by script. A script which creates bots already exists, but it doesn't do what I want (it always brings new bots over the plane), I want bots which start once (for example 5 start with the game and there don't come any new one then) at the barracks (would be the best place, but can also be any other place in the base of their team). And if a bot die I want that it respawn (I hope that it is called so if you die and the get back in the game). Does anybody know how to do that, if yes please post it, if no please give me any links to information of the Renegade Scripting Language, or post information of this language. Thanks

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