
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sat, 13 Jul 2002 05:50:00 GMT

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Well after about 2 weeks of fine tuning, and converting all my AI bots to "temp" rather than "add"ed Presets, i have finally got a VERY nice C&C_Walls_AI.mix QatreZERO this should make you happy!!!here are some fixes to Walls..1. Added the specified/requested units.2. I think i fixed the problem with units running through tiberium 3. Lil Smarter4. Will go inside buildings to attack you, if you are in sight distance, or shooting at something that is of their team.5. Attacks Harvester, follows to base, kicks a little A\$\$.

Hope you enjoy, you can download it from my site below, or just paste this into your address bar[http://dante.havocide.com/downloads .htm](http://dante.havocide.com/downloads.htm) (2 new maps available)Enjoy, and let me know what you think Dante [July 13, 2002, 05:51: Message edited by: Dante]
