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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sun, 16 Jun 2002 08:13:00 GMT

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Hmm, well, in order for you to do it successfully, you wouldnt be able to put that many different types of units in cause generating all the different images will slow the game. You should put it a random order. Also, do you think you could change it so the AI players didn't act like idiots, and actually bought vehicals or upgraded their characters?

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