
Subject: AI for MP (UPDATED)

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

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He dante got a question, when you created the ai bots did you by any chance add the script msk_soldier to any of the soldier ??? if you did they will attack the enemy more efficient , and when your attacked they will work better in teams too . So far i manage to get the engineers to work , but i'm still trying to get it to work so that the engineers will repair the buildings to. but so far no luck with that, i did manage to get them aasignt so the will follow pecific waypoints so that when your attacked near a tiberium field they wouldn't just go through the tiberium any more but way arround it, that way your soldiers don't get killed by the tiberium field any more
