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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sat, 15 Jun 2002 19:32:00 GMT

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well i did mention that is was Version 1!of coarse there will be bugs (the engineer thing is kinda funny) and as far as the others go i will be working on them keep your pants on their chief geeez, this is a huge step for the AI, at least they show up.and as far as intelligently, well that could be a matter of opinion, doesn't everyone else here sometimes go by there self, doesn't everyone else here sometimes rush tunnels, doesn't everyone else here sometimes stop for a second to say something to the team, or to grab a drink, or take a hit off of some smoke (however you may take that).well right now that IS what they do also, they will stand alone against some enemies, they will rushinto battle when one is happening, and they will root out tunnels, stand back and watch them enter the enemies tunnel entrance, one or two will go in while the rest sit back and cover, isn't that how navy seals do it, just wonnerin?anyway bout the bug fixes, hope you guys can bear with me like i said at the beginning of this huge post, it is the first version Dante

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