
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sat, 15 Jun 2002 15:58:00 GMT

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I can elaborate on the 'lag' issues here. Back when the mod tools were released, i made a deathmatch mod. Most of you probably wont remember it, its still on RenegadeMods anyway. Basically the big highlight here was that i got the bots to work on it properly so they spawned and such and played DM with you ...Either way, these bots worked online, a fella called Accurain (havent seen hm around in a month or so) hosted it and played it for me. As far as I can tell, lag wise, they cause no more than a player would, which is good because then most people could take upto 30 or so bots and still play reasonably ok online....However, got yourself a LAN and were talking a whole different ball game!
