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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sat, 15 Jun 2002 13:33:00 GMT

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quote:Originally posted by Ubertek:I know what your thinking... And believe me, ive tried.. If we could make markers for targets we could get building repairs working, beacons working, c4 rushes working, and the list goes on...But as it is now, bots attack anything that shows on the radar (bots, tanks, turrets)... So thats a no on targeting non threat things? Then how about threat things? I know they can attack them why not base deffense beacons?

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