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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 18:04:00 GMT

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quote:Originally posted by Ubertek:Bots dont have names, in fact all that makes them different from players is the innate setting.Anther problem is that attaching the majority of scripts to a building controller will instantly crash renegade (and sometimes the editor).Then how does a destory building script work?

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