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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 13:08:00 GMT

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This is my public apology to you all. I have had several messages in the past 30 minutes from a few people, and it appears that I was the only one not to notice I have been really out of line with this constant upstaging all the time. It looks as if I was just looking for the spotlight so blindly I didn't really notice. My fascination with AI has caused me to push on with finding AI techniques, determined to prove a great game like Renegade would truly benefit from some good AI, and I also post them here for others to see, ever since my C&C\_Deathmatch mod back when the mod tools were first released. I really didn't mean to be like this to Dante, who you all have supported in this thread for quite some time, as myself have also done. I guess all I wanted was to get recognised in an online community for once. I have spoken to Dante, I am now going to try and be the behind-the-scenes-guy, spending my time working out how I can manipulate the AI, so I can relay the info to Dante so he can compile up this great mod he has been working on for so long. I didn't mean to look like a jerk around here. I hope you all forgive me since I now know that what I was doing, although unnoticed, was wrong. I'm sorry. (I really do feel terrible. This post marks my 350th post and my initiation to "Commander". Yay.... )

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