Posted by Anonymous on Wed, 12 Jun 2002 15:25:00 GMT
View Forum Message <> Reply to Message

Hey man dont give up! You hear me? Dont give up! This type of problem requires outside thinking. Outside the box thinking. The existing scripting system is canny and very stiff on how it works. We need to rip the exe a newone and use it as means to tell the ai what to do. Im sure you can easily inject varibles and commands to the ai into the exe in mid game just like many trainers and aimbots. Of course that would drain resources to do that.