Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 15:50:00 GMT
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sorry for previous post, err.. think i miss readit.. i have never heard of that patch for tribes and for some reason i thought that it was a renegade patch (me so stupid sometimes, it's 4:00p and i have been punching code all day)anyway, the ai will not *spawn* so to speak, it will kinda be based on the C_130drop script then go from there with random things happening all the time.(((dreamingly thinking, why is it when i post i come up with even better and better ideas??)))anyway, i hope that this helps explain that a little better, if you could kindof explain to me exactly what the spoonbots does for tribes, if i don't reply today, i will tommorrow!