
Subject: Cool idea for a mod

Posted by [\[REHT\]Spirit](#) on Thu, 08 Jul 2004 20:12:29 GMT

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Actually I think one of the SUR_ scripts does this. Don't remember if it does anything else but if you look in one of the readmes for the scripts.dll you'll find it. You can probably use the SUR scripts there to make the AI communicate and attack things together but it'd be preset.
