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Subject: scripts.dll 1.8 is being worked on (I need ideas people)

Posted by [Everyone](#) on Fri, 16 Jul 2004 04:27:31 GMT

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What about improving the ai but allowing them to place c4s on mcts, stay away from tib, avoid getting crashed by vehicles, engies healing teammates, engies disarms beacons and c4s, switch weapons once they run out of ammo, take cover, and everything else you would expect from ai made in other games like unreal tournament?

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