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Subject: could use some help

Posted by [Burn](#) on Tue, 04 Jan 2005 00:23:35 GMT

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Yeah, I noticed that with cover zones and the proper settings, fighting AI is exactly like online gameplay. And, you know that thing that people do online to try to not get shot, you know, they jump repeatedly, well if you set them on a path and change the nodes to say "requires jump", it's just amazing- really is like online a lot.

Pretty nice game engine.

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