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Subject: AI question.

Posted by [Naamloos](#) on Mon, 14 Mar 2005 15:07:29 GMT

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If a player shoots at an AI "bot"(or vehicle) all other AI bot's in a range of about 300 start comming to the spot where the shots where fired. (i think most people know what i mean)

Is there any way to fix this? I only wan't them to "help" others when they are close enough. (and not 300 meters away like sead above)

Edit: Oh shit wrong section \*points at refresh\*, someone please move this.

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