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Subject: AI question.

Posted by [Naamloos](#) on Mon, 14 Mar 2005 19:12:32 GMT

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Quote:defeating AI on this game is ridiculously simple... always has been...

Not this time

I am testing things with AI for 2 things, for my dawn "mod"(map pack with dawn gameplay) and some co-op stuff(SP missions, lag free), but i'm not sure if i'll finish that co-op.

And about the sight range(infantry preset)... I'll try that, it might work.

Edit: Nope i don't think that's it, just look.

That's how it already was. I played around with the range of rocket AI(none moving ones) not long ago. It only changed the range of the weapon(or the range before the infantry AI character fired the weapon).

I have no idea what they mean with listener scale.

Any beter suggestions?

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