
Subject: New gametype, opinions?

Posted by [General Havoc](#) on Mon, 21 Apr 2003 09:38:21 GMT

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I could make it so you can buy AI units on a map although it would require the use of the the vehicle PT screen. It's possible but there may be some problms, would it cause lag fo example? Also would they be that useful?

I can do the buying part with a custom script and some text cinematics. I could probably do the AI part too although i'm not excellent at using them i can create bots. They wouldn't follow you but they would behave like the AI in multiplayer practise do.

_General Havoc
