
Subject: Re: Invincible bots?

Posted by [vloktboky](#) on Wed, 23 Apr 2003 00:59:36 GMT

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tarsonis9Well I have been working on a cinematic script for a new gametype, but I need to have the bots invincible. I tried the M00_Damage_Modifier_DME with parameter 0 and it didnt work, the bots were killable. If anyone knows how to fix this PLZ lemme know

thanx

I don't know if this will work or not, but maybe try setting the parameter to -1?
