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Subject: Re: computer-controlled bots

Posted by [Oblivion165](#) on Tue, 07 Mar 2006 17:41:12 GMT

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Only the Vehicle example is ready, the delay is im waiting on a paticular script before i can call my tutorial complete.

I am working on getting a Waypath and Shoot script, one that will make a bot or vehicle follow the waypath and shoot at the same time.

Also the Flying Vehicles arent what i would want them to be, so i will be working on them soon enough.

The only thing released at this time is the tank/bot battle.

<http://www.oblivioninteractive.com/files/Advanced%20Bots.exe>

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