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Subject: Re: computer-controlled bots

Posted by [Napalmic](#) on Fri, 10 Mar 2006 23:56:06 GMT

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Terminator 101 wrote on Thu, 09 March 2006 14:43: Oblivion165 wrote on Tue, 07 March 2006 12:04: Yeah, i can replicate anything you see in SP. What exactly are you looking to make it do? Anything? Even the Large Raveshaw? How was that done? Did Westwood just increase his size, or did they create whole new model?

The mutant Raveshaw used some complex scripting, it was nothing simple at that. If you tried it in multiplayer, he just goes after the host and when he reaches you the game crashes. Obviously, I don't think it was intended for multiplayer. It's funny however, no matter how high you fly up or even in vehicles, he can leap vast heights.

As for the model, it was probably stretched, looking at the texturing.

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