
Subject: Re: computer-controlled bots

Posted by [Spyder](#) on Sun, 23 Apr 2006 17:58:54 GMT

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Oblibion in this way, i just can't get any further.

I just exactly need to know how i can make NODunits, like nod soldiers attack the GDIunits like the gdi soldiers (the player).

So it's this way:

NOD attack GDI

GDI = player

NOD = Computer controlled bot

NOD = Not at mutant side

NOD = just on the NOD side, so they can't kill each other.

Do you understand?

Else add me at messenger:

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