
Subject: AI Troubbles

Posted by [Spike](#) on Mon, 26 May 2003 06:23:13 GMT

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How i make the AI

1. I go under Object>Spawner>AI_Test_Spawner (something like that) and click add.
2. Name the thing (ex - CnC_Nod_Flamethrower_Spawner), Turn off SoliderStartup, select preset (ex - CnC_Nod_Flamethrower).
3. Go under Objects>Solider>Nod>(Solider_Name) Add the scripts I want (ex-M01_Hunt_The_Player) Then place spawners around the map.

I duno if this is the correct way :rolleyes: to add spawner bots but its been working for me untill just a few days ago.

Christmas colors
