

---

Subject: Invisible bot disease

Posted by [Veyrdite](#) on Mon, 11 Jun 2007 03:04:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think this has been answered before (i tried searching) but whenever i export a map with soldiers on it, they dont exist in renegade when i run the map. If it gets down to it i'll be a total idiot and spawn all bots via a cinematic script.

Also, what script could i attach to a preset bot that detects if a projectile hits the head bone, and then plays a sound?

---