
Subject: bots part 2

Posted by [_SSnipe_](#) on Tue, 12 Jun 2007 17:36:11 GMT

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

- 1) which script was it again to make a bot hunt someone down or do i even need it?
 - 2) what makes bots (chars and bots) just stay in one place?
 - 3) how do i set a bot up on a way path i look at the tut on renehelp for vechs but what about infantry i never got it to work either ways
 - 4) can adding scripts to the wrong thing cause ur serv to crash
-