
Subject: Re: bots part 2

Posted by [_SSnipe_](#) on Wed, 13 Jun 2007 09:11:10 GMT

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so tell me if thse 2 are right

chars hunt and chase : scripts u listed

chars stand in one place: ussinhatebehavior

are they conrrect?

now whats answer for these ones

make vechs stay in one place?

and make vechs chase and attack enemys when seen?

see i got to laern how to make both chars and vechs both stand still and attack
