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Subject: Re: Players versus AI

Posted by [Jerad2142](#) on Tue, 26 Feb 2008 16:33:10 GMT

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MSwindows wrote on Tue, 26 February 2008 06:31 Wait! So the AI bot will try and disarm the beacons? You should put some bot enggies that reapir thing and maybe some vech bots, it would be so cool Nice work Jerad.

That would be harder to do, as I would have to make invisible objects at all the MCT so the engineers would try to repair them... or would I? Sudden thought, much test.

Ack, guess you will have to wait until after I release my scripts, I need to make some to make this work I want it to.

Like sniper on occasion go up and camp on the hill and things like that.

ACTUALLY, how about you guys list things that you think the AI should do, and I will do the best I can to impliment them.

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