

---

Subject: getting bots to attack other areas on the map  
Posted by [Jagdsherman](#) on Wed, 09 Apr 2008 04:39:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hello,

I've added some GDI bot spawns to the mp city map.

I want the bots to go and attack the nod base from the GDI base. I set a waypath to connect both bases.

I used the script pds\_test\_follow\_waypath. Now this works but they ignore me when I attack them until they reach their destination and only then they engage me properly.

I want them to attack me if I interrupt them.

do any of you know any other waypoint scripts that can work?

thanks.

Edit: also does anyone have any info on the m00\_action script and what it does?

---