
Subject: Re: getting bots to attack other areas on the map

Posted by [mrŁŠz](#) on Wed, 09 Apr 2008 10:37:46 GMT

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- 1- Create a M08 go Point (Located in Daves_Arrows->M08).
 - 2- Copie the ID of the Daves Arrow, that you Place on the Map.
 - 3- Doubleclick on the Spawner and add the Script "M08_Mobile_Vehicle" and fill in AttocLoc the ID of the DavesArrow.
 - 4- "MOD" the soldier Preset of the Spawner and add "JFW_BaseDefence".
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