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Subject: Re: AI Spawners

Posted by [Spikey00](#) on Tue, 15 Apr 2008 01:55:11 GMT

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Oh, I see now. Thanks for giving me those details, everyone. Appreciate for clarification.

Just a question, but if you were to attach those behavior scripts with each other, (Hunter/Base Defense/M00 Action) will some override others, or partially, or not at all?

And so would it be appropriate to have many scripts attached to bots?

Thank you!

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