Subject: Re: Making a bot Posted by Sladewill on Sat, 31 Oct 2009 11:15:13 GMT View Forum Message <> Reply to Message

Yup i pratically based on in that, but it failed ubberly when reading the ssgm logs so i gave up and coded C++ one

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums