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Subject: Ai Setup

Posted by [bigwig992](#) on Fri, 29 Aug 2003 20:04:58 GMT

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First temp the soldier preset, name it something simple like "Nod\_minigunner\_AI". Go into settings and scroll down. Check "UseInnateBehavior", and fiddle around with the Innate agressiveness and takeover probablity tab. Now go into the spawner tab, and temp any of them. Name it something simple again. Go into settings, then click the top "button". Double click on anything on the left to get rid of it. Navigate your way down the preset list on the left until you find the temp "Nod\_minigunner\_AI" preset you made. Double click on it. Click OK. Now make these spawners wherever you want the AI bots to be. Once the bot dies, he'll respawn at the spawner.

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