
Subject: Dante, Bot mod?

Posted by [Anonymous](#) on Tue, 03 Dec 2002 13:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I remember awhile ago that Dante was working on a bot mod. did that ever come out or what? he said it was like bots fastwired down helis. or some thign like that. does any one knwo anything about it. and please don't flame me.

Subject: Dante, Bot mod?

Posted by [Anonymous](#) on Tue, 03 Dec 2002 15:11:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dante is away for a while, but I can help you with this, it is called ingame cinematics and it uses text scripts in Renegade, now, if all you want is infantry reinforcements, then I can provide you with a download that can show you how to do the cinematics, the tutorial was made by Dante himself.

Subject: Dante, Bot mod?

Posted by [Anonymous](#) on Wed, 04 Dec 2002 09:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by ApacheRSG:Dante is away for a while, but I can help you with this, it is called ingame cinematics and it uses text scripts in Renegade, now, if all you want is infantry reinforcements, then I can provide you with a download that can show you how to do the cinematics, the tutorial was made by Dante himself.Dante Ownz f00

Subject: Dante, Bot mod?

Posted by [Anonymous](#) on Wed, 04 Dec 2002 14:22:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

okay thanks could you link my the D/L

Subject: Dante, Bot mod?

Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

see the sig...

Subject: Dante, Bot mod?

Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:33:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

His option works better (see below) [December 04, 2002, 23:12: Message edited by:
ApacheRSG]

Subject: Dante, Bot mod?
Posted by [Anonymous](#) on Wed, 04 Dec 2002 22:54:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

OR just click here
