Subject: Scripts
Posted by _SSnipe_ on Sat, 19 May 2007 02:19:18 GMT
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i dont know ANYTHING about scripts but i want to learn so heres my question
it is possible to have a script that techs get dropped off by a trans somewhere and the bots are
techs that stay in base and repair people that have been hurt?

Subject: Re: Scripts
Posted by AoBfrost on Sat, 19 May 2007 02:42:33 GMT
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.........same questions, different threads, answer is yes, but then no, on level edit make several bot
engineers spawn in base, and tell them to hunt players and attack, since they have repair guns,
they will shoot you with it and thus repair you.

Subject: Re: Scripts
Posted by _SSnipe_ on Sat, 19 May 2007 04:40:23 GMT
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i got 3 post not that much and i only ask stuff i didn't understand or never got answered

like the For 1, console command: "vlimit 1".
i ask what he meant and didn't get another answer back i still don't know how to do it

Subject: Re: Scripts
Posted by _SSnipe_ on Sat, 19 May 2007 05:01:53 GMT
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syy back to topic can u help me try to set up spawning techs?

Subject: Re: Scripts
Posted by Zion on Sat, 19 May 2007 11:29:02 GMT
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AoB stfu! He hasn't asked these questions before in any other thread.

It can be done, but i personally don't know how. Zunnie is bound to know, he knows everything
(don't spam his inbox though, just wait for him to post).

Subject: Re: Scripts
Posted by Sn1per74* on Sat, 19 May 2007 14:08:24 GMT
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You can probably do that with a drop mod...

Subject: Re: Scripts
Posted by _SSnipe_ on Sun, 20 May 2007 04:47:28 GMT
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well see my idea was disable refills and make bots stand around base following u and repair but don't repair enemy's

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