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Subject: Adding AI to a map?

Posted by [Matt2405](#) on Tue, 25 Nov 2003 19:54:38 GMT

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One question to all you mappers, can you tell me how to put AI on a map? All the AI I have done only shows up in skirmish, so does anyone know how to do this? Or can you atleast tell me a good tutorial, thx.

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Subject: Adding AI to a map?

Posted by [Jaspah](#) on Tue, 25 Nov 2003 20:10:07 GMT

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Leveledit, make a soldier or whatever and apply the hunt player script.

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Subject: Adding AI to a map?

Posted by [Matt2405](#) on Tue, 25 Nov 2003 20:19:11 GMT

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In more descriptive way please? As in shall I make a spawner or a new preset?

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Subject: Adding AI to a map?

Posted by [Jaspah](#) on Tue, 25 Nov 2003 20:29:48 GMT

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ZzzZzZzzz,

Click on a Soldier, either GDI or Nod. Then press mod. You should know the rest.

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Subject: Adding AI to a map?

Posted by [Matt2405](#) on Tue, 25 Nov 2003 20:45:54 GMT

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Thats better, now I know to press "mod" than "temp", is that right? Thx

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Subject: Adding AI to a map?

Posted by [Jaspah](#) on Tue, 25 Nov 2003 20:49:00 GMT

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Might as well do it. Someday you'll need a AI Soldier to move and stuff.

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Subject: Adding AI to a map?

Posted by [General Havoc](#) on Tue, 25 Nov 2003 21:18:41 GMT

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You don't use any scripts for the AI, you can but it's optional. It's in Renhelp (Dantes .chm file) wherever that file may be.

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Subject: Adding AI to a map?

Posted by [Titan1x77](#) on Wed, 26 Nov 2003 18:05:12 GMT

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how about AI vehilces...Ive had problems with them awhile ago...would they need scripts?

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Subject: Adding AI to a map?

Posted by [General Havoc](#) on Wed, 26 Nov 2003 18:47:23 GMT

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They do but version 1.2 of the DLL seems to have screwed the scripts that made them work up again.

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