
Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by [WNxCABAL](#) on Thu, 30 Jun 2005 17:49:13 GMT
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danpaul88 wrote on Thu, 30 June 2005 12:54WNxCABAL wrote on Wed, 29 June 2005 19:28Give it a choice of waypaths to follow, that way it can enter the enemy base and get one of many buildings at a time.
I've already suggested a theory.

Can the renegade AI attack buildings? Bots never seem to bother with buildings, they just stand around in the enemy base until someone starts shooting them...

Or do you mean follow the waypath and go boom once it reaches the end of it? because then it might follow a waypath to a building which has already been destroyed...

The 2nd one.
if a building has been destroyed, it can send a command to kill the waypath, thus not usable.
