Subject: Re: Co-op with 2 computers
Posted by sauron--the--king on Wed, 12 Nov 2008 15:44:14 GMT
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hey,
I found the thing I needed, I've used
the script "M_10_Playertype_NOD" on us
both. I've set all enemies to GDI and
now they will attack us without any
script on them, only the uselnate behavior
thingy. Thanks for all the help
Kind Regards,
Brian