Subject: Re: Attack_Target_Priority, script for AI Bots?
Posted by Spyder on Sun, 12 Sep 2010 08:38:42 GMT

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This would come in handy for a real skirmish map. The "Multiplayer Practice" mode that Westwood designed is just not like the online experience. If there is a possibility to make the scripts you just mentioned above, you might be able to create a more realistic multiplayer experience for several maps, so new players can practice more efficient before joining the online scene.