Subject: Air Players
Posted by obelisk70 on Tue, 19 Apr 2005 02:50:00 GMT
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when you place soldiers in most cases they are already programed for skirmish but i have been working on one modmap for awhile and for somereason now the soldiers will not shoot at anyone unless i attach a script. but it was'nt like that before. what could have caused this?

Subject: Air Players
Posted by Oblivion165 on Tue, 19 Apr 2005 02:56:36 GMT
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http://renhelp.co.uk/?tut=40

Subject: Air Players
Posted by obelisk70 on Tue, 19 Apr 2005 03:16:23 GMT
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Its not that i know how to make bots i think it has something to do with the scripts.

Subject: Air Players
Posted by Oblivion165 on Tue, 19 Apr 2005 03:51:21 GMT
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Bots (by default) are not effected by scripts.

Sector Generation, and innate behavior.