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Subject: scripts I am going to write.

Posted by [Anonymous](#) on Sun, 19 Jan 2003 07:16:00 GMT

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Hi, Could you make a script for the RenBFD mod team? We would like something where object patrols waypath and moves to collide with enemy objects, then continues waypath when enemy is destroyed or moves too far away. Whoever guesses what this is for wins a place in the beta test squad

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