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Subject: calling for more script ideas

Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:45:00 GMT

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For vehicles, how about patrolling along a two-way waypath. It could attack anything in range as it travels. When it gets to one end it would stop and wait a certain amount of time(changeable by variable). Then if it doesn't encounter anything it would turn around and follow the path to the other end where it repeats the process.

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