

---

Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Tue, 09 Jul 2002 20:16:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok, im still tweaking the AI so any input is appreciated, ill add a deadeye to the GDI, and make mobius/mendoza appear less, also i will put Nod Rocketsoldier in Dante

---