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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Mon, 08 Jul 2002 01:55:00 GMT

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If you're talking about me, Dante, yes, the maps are quite nice with the AI, though they lag a bit on multiplayer. Maybe you can optimize your code?? I know it's not easy with a compiler like VB, but you never lose to ask. I especially like the Hard AI, because you do get a lot more interesting action going. I can't wait for you to expand it to the other levels available; that would turn skirmish really useful for solo training, and multiplayer would benefit for small team training, like we do in our clan coalition. You have a link in my website, so people can be directed to your homepage. Keep up the good work!

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