
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Mon, 17 Jun 2002 08:39:00 GMT

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anyone is free to host this mod, just be sure to keep a lookout on this thread for updates, and make sure you are hosting the NEWEST version, i will be posting the CnC_Under_AI version 1.1 with the engineer bug fix, and CnC_Field_AI, and CnC_City_AI tonight!!!!!!well off to go work
quote:I found a bug in the program. Sometimes, in AI altering mods, when you shoot more than 1 thing, your score and credits are set at zero, and no damage is dealt to the target. I'm just reporting that in the next version, when you're trying to fix the engineers, see if you can find the route of that problem. Thanks!!-psy haven't seen this problem, will check it out also i have just gotten the CnC_City_Flying, and the CnC_Walls_Flying, these will be released as soon as possible (due to many, many requests)Thanks againDantelf you are hosting these mods, please post a link here for everyone else, and so i can kinda keep track of where the mods are
