

---

Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sun, 16 Jun 2002 08:26:00 GMT

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

---

Dante, they were in Hard Mode, and I ended up with like a 21.5 K/D ratio by sniping+mammoth pushing. Although bugs still do exist, I have to say this is the best effort put out so far to implement AI. The sniping is very great already, as is the Mendoza/Raveshaw teams. Maybe you could add some of every unit? Oh, and possibly vehicles too. I was amazed when that Black Hand popped me in the head when I was sniping \*GASP! Keep up the good work! 5\*'s

---