
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sun, 16 Jun 2002 08:04:00 GMT

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i'm still kind off experimenting with this waypoint though , but looks very promesing, oh and before i forget if you did use the units called cnc at the begining and skirmish at the end you don't have to add msk_soldier any more like the units called cnc_sydney_skirmish etc. hope this helps you with the bots part.
