
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sat, 15 Jun 2002 13:28:00 GMT

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quote:Originally posted by Ubertek:Well, i have actually made a unit that uses Ion's and Nuke's. But i think its a rather worthless unit since the AI can't target buildings.... It involves just giving an AI unnit a beacon and increasing the beacon 'range' so the AI doesnt try to shove it up peoples a\$\$es all the time! If they get caught up in a fight of which they themselves are not being targetted, they plant the beacon. However, they seem to not realise that after using the beacon they have to get their autorifle out else they are weaponless...To sum that up: Beacons can be done, but it isnt too useful, yet...Can they target non threat items? Like a marker?
