
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 11:58:00 GMT

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I think its a shame really (for me). I spend so much time with hundreds of 'test' maps and different oddly named presets to try tactics for the AI, that i have not yet made a map myself to show off what I could accomplish with this AI.I think I might make one... I would need a good map without defenses (since the AI doesnt handle them well), how about Canyon? You would all like a Canyon_AI right?
