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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Fri, 14 Jun 2002 00:47:00 GMT

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Victory is mine, rather it wasn't last night, i played for 3 hours hosting a local lan game on CnC\_Under\_AI ,and got my ass kicked by some severely difficult AI.I may tone them down a bit, but for a single player to go head to head with them.....good luck is all i have to say.I would like some one to host this up this weekend and tell me how it reacts with more than one player, they have all kinds of wierd scripting, and i know they work by themselves and me, just post here and ill let you know if you can host Also a little note about the AI, They don't just rush you, they are pretty well attuned to what is going on, they rush in groups(don't know how i pulled that off), and they are some severely bad individuals(hahah).Try to post again tonight, but i will be watching this thread pretty closely.Dante

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