
Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Sun, 26 May 2002 03:15:00 GMT

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Man, ive been having a hell of a time trying to get those d@mn tank bots working...The best method i've found SO FAR is to attach the M00_Base_Defense script to a tank that already has a path assigned to it. Sounds strange, but the tank will attack anyone it comes across. But, however, once it has spotted and attacked someone, it wont move anymore .I "REALLY" wish greg could release the Scripts source, or at least an editor, soon. I could make a copy of that script so it takes mobile vehicles into account.
