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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Tue, 14 May 2002 10:35:00 GMT

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well, just to let everyone know the original.mix files will be copied, ai added to them, renamed C&C\_filename\_AI.mix and repackaged for a release. i will also add a help file of how you can create your new maps with ai in them, i will do all of the standard, and flying maps, the rest will be up to the users. This will not be a hard process if you understand waypaths, and the level editor.i am working on the first map right now.wish me luckDante

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