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Subject: Cool idea for a mod

Posted by [PermaGrin](#) on Thu, 08 Jul 2004 17:49:42 GMT

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but those bot dont know how to use teamwork. they dont know to place C4 on the MCTs. they dont know to guard the beacons. they dont know to disarm the C4. i dont know much abot bot, but unless im wrong, i think they lag the game with lots on the map.

someone may do it, u never know. it is just i have played on maps with over 10 buildings for each base. it was just too much. maybe if this as a massive multiplayer online game, then i can see all this. but since the average players i see is like 25 for each team, its just too big to keep track of.

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