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Subject: AI Into Tanks

Posted by [Burn](#) on Mon, 27 Dec 2004 15:45:53 GMT

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Be sure "UseInnateBehavior" is checked on the Vehicles' settings screen by clicking on it in the presets and clicking "Mod." Then, make his site range and listener scale bigger so he is able to spot his enemies on radar. I don't usually need any scripts to make my guys attack.

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