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Subject: could use some help

Posted by [Burn](#) on Mon, 03 Jan 2005 21:00:41 GMT

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Ah, I didn't really help you at all, Laeubi and Bigwig did- thanks though.

Well, InnateAggressiveness is (obviously) a subcategory of the option UseInnateBehavior. I believe if you have UseInnateBehavior checked, the soldiers will explore on their own and attack any enemies they see in their range. Though, they have very simple intelligence, meaning, they will just spawn, find some guy, stand there and shoot like crazy at him, hopefully kill him, and move on. So, I see Innate Aggressiveness as how quick they are to attacking.

I'm not sure about the numerical part. For InnateAggressiveness, I (the newb) can put 100 or 500 and I get the same desired effect. I'm not really sure how the numbers work either.

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