Subject: Ai Player question Posted by obelisk70 on Mon, 18 Apr 2005 21:17:00 GMT View Forum Message <> Reply to Message

In leveledit How do you make it so when an aiplayer is out of firerange with the player, he will chase you and never stop chasing you?

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums