
Subject: Re: Good VTOL Script combination
Posted by [flyingfox](#) on Thu, 16 Jun 2005 12:04:27 GMT
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What if you were to code it to have its target something that it will never get to, like an object miles away, thus making it never stop, and script it to attack things it comes across on the way while its real target is this object it won't reach? Brings up another question. Does the object it wants to kill have to exist at the time you use it.
