
Subject: Re: CnC Reborn Update: Hunter Seekers
Posted by [Lijitsu](#) on Wed, 29 Jun 2005 06:02:10 GMT
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Very cool. I think one way you could make it like the TS Hunter Seeker is to make it spawn, go to Computer AI, and go to the middle of the map and patrol between the sides of the map, so it doesnt attack buildings. And make it invulnerable.
