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Subject: Re: computer-controlled bots

Posted by [Spyder](#) on Thu, 09 Mar 2006 15:45:04 GMT

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ok what i'm actually looking for is the same as you did with the bot challenge mod package. As an example:

island.lsd the bots are very strong (i don't want that because i wanna make a co-op mod), but what scripts have you used? I mean that NOD Units attack gdi ones.

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