
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [bisen11](#) on Tue, 30 Jan 2007 04:46:08 GMT
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Haven't tried this without pathfind but you could try it. Give the bots the script m08_goto_star. Or maybe it's m03. It makes the bot go directly after a human controlled player (no matter what team). I used it to make some very deadly Hum-Vee bots in my map Mutant's Revenge.
