
Subject: Re: AI Helpers

Posted by [zunnie](#) on Sun, 06 May 2007 14:38:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

M01_Hunt_The_Player does that.

Place a bot(or botspawner) and put this script on the scriptstan, when the bot spawns it will follow friendly players and attack enemies when they get close.

Also, M03_Goto_Star can be used, then the GDI bot will attack both Nod and GDI players..

This script would work well if you attach it to an engineer for example. They will "attack" players on the same team and thus repair them
