
Subject: Re: AI Helpers

Posted by [Jerad2142](#) on Tue, 08 May 2007 16:00:12 GMT

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Don't use "m01_hunt_the_player", because if they can't get to the player in a certain amount of time they die, instead use "M04_Hunter_JDG" (its J** I don't remember what the exact last two are but there are only two scripts dealing with hunting in M04, and the other is a controller).
