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Subject: Re: AI Helpers

Posted by [a100](#) on Tue, 08 May 2007 23:51:27 GMT

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For the first one it will spawn in you so you need to add something like `pos.X += 3;`

for the second one make the distance 2 and attach that to the helper with a timer of 0.0f.

This wont show the helper moving but it will continuously teleport to the position

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