
Subject: Re: Script Part 2

Posted by [zunnie](#) on Wed, 23 May 2007 01:06:09 GMT

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Oh one more thing i forgot to tell you.

You have to "mod" the CnC_GDI_Engineer_0 and CnC_Nod_Engineer_0 and under settings enable "Innate Behaviour" (or something along those lines it is called).

Set aggressiveness to 100.000 or something with a TakeCoverProbability of 0.000

Also may want to set weaponerror to 20.000 or so, so they don't miss that much...
