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Subject: Re: bots part 2

Posted by [IronWarrior](#) on Tue, 12 Jun 2007 18:56:55 GMT

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joe937465 wrote on Tue, 12 June 2007 12:36:1)which script was it agian to make a bot hunt someone down or do i even need it?

2)what makes bots (chars and bots) just stay in one place?

3)how do i set a bot up on a way path i look at the tut on renehelp for vechs but what aobut infintry i never got it to work ether ways

4) can adding scripts to the wrong thing cause ur serv to ccrash

1) M03\_goto\_Star (this make the bot or tank hunt the player

2) click innate in the mode for the bots (i think)

3) Dont know.

4) I dont think so, but make sure all the values in the script have been added.

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