Subject: Re: bots part 2
Posted by _SSnipe_ on Tue, 12 Jun 2007 23:26:22 GMT

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1)also what my idea ia to make bots stay in base and walk around and kill emeneys when see them is there a way to make them not leave the base

2)also i got 4 different answers for a script to make a bot chase someone witch ones the best?

3)how can i make it where u get a keycard and like a red wall or door goes away kinda like storm coop with the red walls i dont want to use dorrs if i dont have 2?