
Subject: Re: bots part 2

Posted by [_SSnipe_](#) on Wed, 13 Jun 2007 06:32:36 GMT

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wow ur awesome but going back tot he script think ig to lost so add the hunt script to the bot on map or the present because if it dies

also im not 100% sure how to make a way otah i made a infantry only one did settings added human genretor thing then did that sector thing but id i it worked

and how about keycards to doors? like where i have to go find it right then when i get it it starst to spawn near the start so u dont have to find it twice then it opens soem doors
