Subject: Re: bots part 2
Posted by Brandon on Wed, 13 Jun 2007 06:55:48 GMT

If you want the bot to forever hunt then put it on the bot on preset list so it applies to all.

As for the keycards, you can't spawn keycards ever, it'll instantly crash your server. But you can have ppl buy from a switch or whatever. But right now I'm not sure (off the top of my head) if there's a script to destroy an object(s) when you enter a zone with a keycard. C++ could do it though, but you need someone with an adequate knowledge of C++.

Talk to zunnie for some more help, he may know a way.