Subject: Re: bots part 2
Posted by Brandon on Wed, 13 Jun 2007 23:42:10 GMT

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First, CPU_Neo_Vehicle_AI hasn't been added (for some odd reason). So use Neo_Vehicle_AI.

Second, I don't think you can actually move the spawners (I've been told you can't move those) but you can create teleporter zones and as you pass through checkpoints (script zones) you could have a script delete a laser fence surrounding the teleport zone so people can enter and go to the last checkpoint.