Subject: Re: how do i make bots
Posted by reborn on Wed, 20 Jun 2007 17:48:05 GMT
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Jerad Gray wrote on Wed, 20 June 2007 12:39LOL, all you have to do is check the box in level editor that is called UseInnateBehavior or use a soldier preset with it already checked.

(oh, don't forget pathfind)

Not for that reason, for the crash bug.