
Subject: Re: LevelRedit, a .mix to .lvl converter!
Posted by [Jerad2142](#) on Tue, 25 Sep 2007 22:43:42 GMT
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I would guess that they are scripts attach to invisible objects on the map, (like scripts that control the bots, but are not attached to them).
But I am making some scripts that are actually better then the ones on skirmish, and they return to their way path after not seeing or being damaged for a certain amount of time.
