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Subject: Re: AI waypath

Posted by [The Elite Officer](#) on Fri, 16 Nov 2007 17:10:58 GMT

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Yes but what script do I use to get it to get to the end of the waypath and then act like an AI bot and fire at the enemy?

EDIT:

I mean I used the AI bot from the game and it has the proper "innate" setting on it, so why is it not working, what did they do in MP practice to get theirs to work?

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