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Subject: Innate Player

Posted by [The Elite Officer](#) on Tue, 04 Dec 2007 17:16:34 GMT

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I noticed that when you take the spawner and add the Innate, it will auto walk to the enemy and you can shoot at them. This will shoot at the enemy and walk towards it so cool! It like cool! But I was wondering if there was a script that would make a player controlled AI bot?

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