
Subject: Re: getting bots to attack other areas on the map
Posted by [Jagdsherman](#) on Wed, 09 Apr 2008 22:16:17 GMT
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okay thank you, I will try it out and report my results soon.

Edit: do you know by any chance how to mimic the bot behaviour in the skirmish00 map? I examined the map in commando level editor and the waypaths that are used to get the bots to move to places are "vehicle waypath innate" type (in fact those are the only type of waypaths on the entire map) I examined the bot spawner on the map and I noticed that there is no script attached to the bots yet they still follow those waypaths. I want to know how this is done and I want to mimic this for the bots on my map.
