
Subject: Re: Skirmish Revamped

Posted by [Spyder](#) on Sun, 22 Jun 2008 23:05:09 GMT

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Would be nice if I got this working:

Engineers/Hotwires/Technicians repairing buildings/vehicles disarming beacons.

Vehicles attacking enemy buildings (Neo_Vehicle_Ai does not support this...)

Vehicles and infantry not spotting stealth units until revealed or at a range of 30 feet.

Using SSGM crates without having to run SSGM.

Bots picking up crates and weapons.

Bots changing weapons (ramjet for light infantry, railgun for vehicles etc..).

Bots refilling!!!

Bots placing beacons and disarming/defending beacons.