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Subject: Script Name for AI Bot

Posted by [Burn](#) on Wed, 10 Jun 2009 04:02:51 GMT

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OK I've done a lot of searching around and looked in renhelp but haven't found the answer yet, and I'm looking to make some more advanced bots.

Is there a script that, when attached to an AI bot, enables innate behavior for that bot ONLY when it sees the enemy? Whenever I fire, all of the bots on the map run to my location and bunch up at the elevators and doors and act pretty retarded.

I've tried a bunch of workarounds but nothing works better than good ol' fashioned script work.

Please help! Thanks

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