
Subject: Re: Script Name for AI Bot
Posted by [Burn](#) on Fri, 12 Jun 2009 02:03:11 GMT
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Thanks for the replies guys, they were very helpful, as always. What I did was just set up a script zone and when the player enters the script zone I attached the GTH_Enable_Spawner_On_Enter and made their spawns enable, so it achieves the same effect. The soldiers just haven't been made yet. I am very satisfied with the results.

I'm wrapping up my co-op map now and I'm looking forward to releasing it. One thing though- there is no END to it. How do I make it so you get only 1 life? That is, you play and once you die it kicks you out of the game or says Mission Failed and you have to start over again? I want to force the users out so everything can reset. I'm also gonna need a zone that gives a Mission Complete message. I'll do some more looking, but if you guys know how to do this please enlighten me and save me time!

Thanks, like always,

Burn
