
Subject: Re: JFW_CPU_Neo_Vehicle_Ai
Posted by [Jerad2142](#) on Thu, 25 Mar 2010 21:55:00 GMT
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The CPU script is 1000x times better than the Neo script, as the vehicles know to back up when stuck and switch weapons on certain targets. Also listens for sounds and will investigate them.

As for using the CPU scripts you'll have to put the multiscripts loader (named scripts.dll) in the ren directory, (but before you do that make sure to rename scripts.dll to scripts_jfw.dll or something like that). Finally put scripts_cpu in the ren directory and that part is done, then copy those scripts into the LE->mod->scripts folder. (Notice: mutiscripts loader will not work right with jonwil's version of LE, you need the original to get it to work in the level editor).
