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Subject: AI params questions

Posted by [robbyke](#) on Wed, 13 Jun 2012 00:01:24 GMT

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i got confused about a few things

1) forcefire

it doesnt really forcefire (my gun just aimed but didnt fire until in a certain range)

2) is there a way to track if a gun is actually firing ?

3) is there a way to combine attack and move?

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