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Subject: Re: Help about bots ...

Posted by [danpaul88](#) on Sun, 13 Jan 2013 16:48:34 GMT

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If you can't figure out how to attach a script to an object and place it on a map you probably need to go back to basics and learn how LevelEdit works before you try and create a full campaign mod.

Import some random terrain and learn how to turn it into a playable map and fiddle around with everything to figure out how it all works (adding spawners, building controllers (where applicable), temp some presets, edit the purchase list etc). Nobody is going to hold your hand and tell you every single little thing you need to do if you're not willing to go and learn yourself. There are plenty of tutorials covering the basics and some that cover more advanced aspects, go and read them and then come back to this.

<http://community.mp-gaming.com/index.php/board,285.0.html> is a good starting point

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