
Subject: Re: scripts.dll bugs, are there any
Posted by [\[REHT\]Spirit](#) on Fri, 26 Sep 2003 15:06:11 GMT
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jonwilNo new scripts though, dont have the time.

I've got some AI scripts already made if you want them.

Specificly, a commanding script and a few other scripts which allow the "commander" to communicate with the bots (no limit of bots, other then till game/system crashes...but other then that, no limit).
