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Subject: NHP\_Construction\_AI

Posted by [\[REHT\]Spirit](#) on Tue, 23 Dec 2003 22:15:33 GMT

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It spits out units and tells them to go along certain paths. Goes in a loop something similar to:

Money Unit (unit used to generate money for the team. Of course it doesn't HAVE to and can easily be an offensive/defensive unit. Not ment for harvesters but rather something with GTH's money script)

Defense Unit

Offense Unit

and back to Money

.....it's like a spawner but it has a limit (unless you crank it up to be reeeallly high) and it can have more units out then 1 at a time.

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