
Subject: Just need some help.....

Posted by [Anonymous](#) on Tue, 08 Oct 2002 00:33:00 GMT

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Hi, i'm making a Renegade map and would like to know the following :- 1)Which file format (.mix or . pkg) to use if i want "bots".2)How to put in "bots" and make them go for the enemy base.3)How to do the barbed wire for the GDI Infantry Barracks (There's two bits on one side)4)If Possible, make the recon bikes purchase-able for NOD Thank you in advance, five stars awarded to any one who helps [October 08, 2002, 08:09: Message edited by: Advis2000]

Subject: Just need some help.....

Posted by [Anonymous](#) on Tue, 08 Oct 2002 08:11:00 GMT

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Anyone.....??????????

Subject: Just need some help.....

Posted by [Anonymous](#) on Tue, 08 Oct 2002 09:39:00 GMT

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You can use either format for BOTS. Just Use the TEMP button instead of ADD when creating the Spawners and stuff. (for MIX)search for Ubertek, or AI threads to learn how to make BOT Spawners. or PM me. I made a few BOT MapsTo make bots go to other base, use Innate Human Waypaths. or use Hunt_the_Player script. also Razor wire at Barracks is a Texture from the Texture pack at westwood.ftp.and oh yeah, KANE LIVES! (I used him as BOT on a couple maps)PM Me for more info or visit lots of tutorialshtt

p://www.wv-unleashed.com/projectjrp/?project=renegade&&content=commandotut

http://www.wildfiregames.com/insurrection/cncleveltutorial.shtmlhttp://www.westwoodmods.com/forum/index.php?s=31c6dba87587b93bb6ef6d26a9f72f7cregister with this last one and go to the AI section of this forum. [October 08, 2002, 09:49: Message edited by: garth8422]
