Subject: Ai Player question
Posted by obelisk70 on Mon, 18 Apr 2005 21:17:00 GMT
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In leveledit How do you make it so when an aiplayer is out of firerange with the player, he will chase you and never stop chasing you?

Subject: Ai Player question
Posted by Naamloos on Mon, 18 Apr 2005 21:40:34 GMT
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They already do by default...

Unless you didn't do path finding.

Subject: Ai Player question
Posted by bisen11 on Tue, 19 Apr 2005 01:32:08 GMT
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Or, if you wanted, you could use the script m00_hunt_player_jdg something like that.