
Subject: I want to write AI scripts for you guys
Posted by [Anonymous](#) on Sun, 24 Nov 2002 04:48:00 GMT
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But I cant do it unless I know what AI scripts are there already (I need a full list) plus details of all the places in the single player missions where I should look to figure out how to do stuff. (like the buggy in that mission near the hand of nod)People that are good at AI or can to help me out, contact me via email at jonwil@tpgi.com.auicq 77572965 msn
JonathanWilson623@hotmail.comyahoo jonwil2002AIM jonwil2002

Subject: I want to write AI scripts for you guys
Posted by [Anonymous](#) on Sun, 24 Nov 2002 05:16:00 GMT
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How can I place buildings in my map?I downloaded Buildings.Zip and export all the gmax files to w3d files.What must I do now to place them on my map in the level editor?

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Posted by [Anonymous](#) on Sun, 24 Nov 2002 06:32:00 GMT
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you dont do it in level edit, you do it in gmax, dont exprt to w3d, instead open you terrain and go to File>Merge and select the building file, then you select what u want to stick in the map

Subject: I want to write AI scripts for you guys
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I'll be glad if I can help you.Contact me via PN, AIM or Mail.

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Posted by [Anonymous](#) on Sun, 24 Nov 2002 07:54:00 GMT
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On the level where you go to that mansion, I think it is Raveshaw's but I am not sure, there is a light tank that drives around a statue, and if it sees you then it stops and fires at you. It only sees you if you get infront of or beside it.

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Posted by [Anonymous](#) on Sun, 24 Nov 2002 11:22:00 GMT

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On the first mission when you are in the city, and you must round up the Dead Six, and get to the Cathedral, a lot of the tanks move and fire at you. Like the flame tank, it moves toward you while firing at you at the same time.

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Posted by [Anonymous](#) on Sun, 24 Nov 2002 11:50:00 GMT
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JW, Dante probably knows the best about the AI scripts. I use all the ones he and Ubertek told me to use.
