
Subject: Need help with bots and gates

Posted by [Anonymous](#) on Fri, 10 Jan 2003 19:12:00 GMT

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I need a step by tep guid for making gates and doors and bots. I have no experience with themso please keep it simple

Subject: Need help with bots and gates

Posted by [Anonymous](#) on Fri, 10 Jan 2003 20:31:00 GMT

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<http://www.cnchq.com/mapmaking>That should get you started with the bots part

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 21:21:00 GMT

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tnx not exactly what i was looking for but now i know where to get startedI am making a protect the leader style map so i need an ai spawn for a leader that stays in one room but shoots at anyone who comes in that room

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:11:00 GMT

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Yes, use the bot tut that Beany pointed too, then use a cover spot with a attack point. check the scipts, I think there is one to make him guard. Put the spawner outside the building and then make a waypath into the building because I heard bots act funny when the spawner is inside buildings.

Subject: Need help with bots and gates

Posted by [Anonymous](#) on Mon, 13 Jan 2003 11:35:00 GMT

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thnx for the advice now all i need is a tut on gates and doors.i want to make doors that need key cards in order to open like in the baselock mod and can you give the bot special powerups like certai keycards and different weapons?and anyone who wants to help with this mod please contact me at redoctober0002@hotmail.com
