Subject: bots
Posted by Gen_Blacky on Thu, 28 Sep 2006 08:42:26 GMT
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what script is used to make bots attack

Subject: Re: bots
Posted by danpaul88 on Thu, 28 Sep 2006 09:40:04 GMT
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If your using ssaow 1.5 bots will not work anyway.

Subject: Re: bots
Posted by Oblivion165 on Thu, 28 Sep 2006 10:38:10 GMT
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Gen_Blacky wrote on Thu, 28 September 2006 04:42what script is used to make bots attack

 http://www.renhelp.net/index.php?mod=Tutorials&action=vi ew&id=13

Thats for a normal renegade map or pkg, wont work serverside without some editing.

Subject: Re: bots
Posted by Gen_Blacky on Thu, 28 Sep 2006 21:51:04 GMT
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its a cncdrop

Subject: Re: bots
Posted by jnz on Thu, 28 Sep 2006 22:10:28 GMT
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danpaul88 wrote on Thu, 28 September 2006 10:40If your using ssaow 1.5 bots will not work anyway.

lol, that was very ramdom

dont bots just attack anything that goes near them (as long as they are ememy)

Subject: Re: bots
Posted by danpaul88 on Thu, 28 Sep 2006 22:19:35 GMT
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help-linux wrote on Thu, 28 September 2006 23:10danpaul88 wrote on Thu, 28 September 2006 10:40If your using ssaow 1.5 bots will not work anyway.

lol, that was very ramdom

I was just saying that if he is trying to setup bots to work on ssaow 1.5 he is wasting his time trying

Subject: Re: bots
Posted by jnz on Thu, 28 Sep 2006 22:50:31 GMT
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yeah, i wasn't being sarcastic or anything just a little supprised to see no other part to the message.