**Subject: Bot problem**
Posted by Theboom69 on Sat, 16 Dec 2006 10:04:36 GMT
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I made a map a simple train and i wanted bot's to fight on it so i made the bot's attached a script
made a .mix outa well it crashed so i madea .pkg outa it and it still crash's.

Can anyone help me plz?

Is it becus i edited the main C&C unit?
Or did the script i use crash it?
I used JFW_Goto_Object_On_Start_Up

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**Subject: Re: Bot problem**
Posted by Theboom69 on Sun, 17 Dec 2006 00:13:04 GMT
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Hello doesnt anyone know anything about bot's?

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**Subject: Re: Bot problem**
Posted by R315r4z0r on Sun, 17 Dec 2006 00:19:54 GMT
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Bots are simple, you do not need any scripts for them (if you only want infantry, vehicles do
require scripts)

Check this tutorial out:

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

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**Subject: Re: Bot problem**
Posted by nopol10 on Sun, 17 Dec 2006 01:24:52 GMT
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You shouldn't edit the main unit in the preset list. Temp it and then edit. The script may be causing
the problem too.

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**Subject: Re: Bot problem**
Posted by Theboom69 on Sun, 17 Dec 2006 03:06:21 GMT
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Ok i will look at it.

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Ive seen that Tut and that is what im going off of.

But i want them to go to a point on the map.

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## Subject: Re: Bot problem
Posted by Jerad2142 on Sun, 17 Dec 2006 03:41:16 GMT
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Use the script "M00_Action" this script alone will give you pretty much any option you need.

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## Subject: Re: Bot problem
Posted by Theboom69 on Mon, 18 Dec 2006 00:03:10 GMT
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K.

Ty guy's again for your help.

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