
Subject: Original RA Programming Question
Posted by [Jerad2142](#) on Sat, 17 Feb 2007 23:27:12 GMT
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C&C 95 had an editor for its AI, I was wondering if RA 1 has an editor for its AI attack forces, and if so could someone provide a link?

Subject: Re: Original RA Programming Question
Posted by [rm5248](#) on Sun, 18 Feb 2007 02:48:50 GMT
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Just edit the rules.ini file. As far as I know, there's no way to change what the AI will actually do. Here's a link to a pre-made Hard AI file. (5th one down) Basically, it just makes the AI harder by making it so that it won't clog up its base and will build more advanced units.

Subject: Re: Original RA Programming Question
Posted by [Jerad2142](#) on Wed, 21 Feb 2007 17:45:04 GMT
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What I meant was there was a program for C&C95 that allowed you to change the AI's Task forces, like I want the AI to build attack dogs and things like that (it was DOS based).
