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Subject: Escort Poke?

Posted by [Fenrir](#) on Thu, 28 Feb 2008 23:27:48 GMT

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Does anyone know what JFW\_Escort\_Poke does? Is it the script that makes bots follow you when you hit 'E' near them?

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Subject: Re: Escort Poke?

Posted by [bisen11](#) on Fri, 29 Feb 2008 04:46:28 GMT

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It's either hitting E, running into them, or shooting them. It's usually one of those with the escort scripts.

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Subject: Re: Escort Poke?

Posted by [Canadacdn](#) on Fri, 29 Feb 2008 04:58:43 GMT

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It makes a bot follow you when you poke them, and they stop when you poke them again.

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Subject: Re: Escort Poke?

Posted by [Fenrir](#) on Fri, 29 Feb 2008 13:12:40 GMT

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Oh, okay thanks. It's strange; I tried to find out what that script does for myself, but when I make a bot with that script, create a spawner for the bot, then try to add the spawner to the level with "make", LevelEdit crashes. Maybe it's because I never give the "shield" and "shield2" parameters any values. What do they do, anyways?

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Subject: Re: Escort Poke?

Posted by [The Executor](#) on Fri, 29 Feb 2008 13:30:25 GMT

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Read the readme that came with your scripts. What script version do you have anyway?

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Subject: Re: Escort Poke?

Posted by [Fenrir](#) on Fri, 29 Feb 2008 15:49:05 GMT

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MSwindows wrote on Sat, 01 March 2008 00:30Read the readme that came with your scripts.

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What script version do you have anyway?

I can't find a readme for the scripts. I've got The First Decade if that matters.

EDIT:

The scripts are version 344.

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