
Subject: bots

Posted by [yahoo](#) on Tue, 22 Jul 2003 23:58:51 GMT

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is there a mod that adds lots of bots in multi practice cuz i need it forduh practice

Subject: bots

Posted by [mike9292](#) on Wed, 23 Jul 2003 00:45:13 GMT

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threrres lots of them try <http://www.renegademods.com>

Subject: bots

Posted by [yahoo](#) on Wed, 23 Jul 2003 02:06:39 GMT

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ok this is the site but where is the bots donwloads?

Subject: bots

Posted by [mike9292](#) on Wed, 23 Jul 2003 02:08:02 GMT

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it should me under mod downloads but i havent been to that site in ages

Subject: bots

Posted by [ohmybad](#) on Wed, 23 Jul 2003 02:57:21 GMT

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<http://www.hostultra.com/~spreegem/RenMods.htm> this is spreegems site has alot of cool bot scripts

Subject: Re: bots

Posted by [npsmith82](#) on Wed, 23 Jul 2003 03:12:25 GMT

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yahoos there a mod that adds lots of bots in multi practice cuz i need it forduh practiceThe installed Westwood Studios maps will NOT have AI bots to fight against. Instead, you'll need to download extra maps with AI support created by Dante, visit the ModX forums at modx.the-pitts.net.

Subject: bots

Posted by [spreegem](#) on Wed, 23 Jul 2003 03:40:52 GMT

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ohmybadhttp://www.hostultra.com/~spreegem/RenMods.htm this is spreegems site has alot of cool bot scripts

Yep thats my site, I gotta make more bot mods though, any suggestions?

I can do vehicles also, except the flying ones they just stay up in the air, and don't move at all some reason. ohh well.

Subject: bots

Posted by [yahoo](#) on Wed, 23 Jul 2003 14:18:42 GMT

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i sugest more bots and a flame tank bot hehehe um i want a map with short range weapons mod thats all and short range tank like flame

Subject: bots

Posted by [yahoo](#) on Wed, 23 Jul 2003 14:20:35 GMT

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um...where do i stick the file again :oops: :oops:

Subject: bots

Posted by [maytridy](#) on Wed, 23 Jul 2003 15:48:05 GMT

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Quote:The installed Westwood Studios maps will NOT have AI bots to fight against. Instead, you'll need to download extra maps with AI support created by Dante, visit the ModX forums at modx.the-pitts.net.

C&C: Under in MP Practice has AI. :rolleyes:

Subject: bots

Posted by [yahoo](#) on Wed, 23 Jul 2003 20:32:30 GMT

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i know it has ai but its not too many tho and the enlist soldiers are the only onces attacking the other bots like the sakura and sydney just run around the hand or the barracks the others are just walking straight to the wall

Subject: bots

Posted by [kopaka649](#) on Wed, 23 Jul 2003 22:58:11 GMT

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maytridyQuote:The installed Westwood Studios maps will NOT have AI bots to fight against. Instead, you'll need to download extra maps with AI support created by Dante, visit the ModX forums at modx.the-pitts.net.

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the map name is skirmish00.mix

Subject: bots

Posted by [npsmith82](#) on Thu, 24 Jul 2003 02:58:38 GMT

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kopaka649maytridyQuote:The installed Westwood Studios maps will NOT have AI bots to fight against. Instead, you'll need to download extra maps with AI support created by Dante, visit the ModX forums at modx.the-pitts.net.

C&C: Under in MP Practice has AI. :rolleyes:
the map name is skirmish00.mixHehe, back at ya maytridy.
So don't bloody ":rolleyes:" at meh...

Subject: bots

Posted by [boma57](#) on Thu, 24 Jul 2003 05:40:45 GMT

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There's plenty of bot mods and maps out there, but here's my two cents:

<http://www.n00bstories.com/renforums/viewtopic.php?t=5625>

You'd have to play as Nod, but you can drop any and all the bots you want.

Subject: bots

Posted by [yahoo](#) on Thu, 24 Jul 2003 14:25:41 GMT

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damn pous it filled up myt comp but its good ill try it out....one more thing will i able to make server if i have a firewall?? on WOL?

Subject: bots

Posted by [spreegem](#) on Thu, 24 Jul 2003 17:22:27 GMT

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Yes you can make a server on WOL if you have a firewall I do, and I have a firewall.

Subject: bots

Posted by [Skier222](#) on Thu, 24 Jul 2003 19:35:03 GMT

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npsmith82kopaka649maytridyQuote:The installed Westwood Studios maps will NOT have AI bots to fight against. Instead, you'll need to download extra maps with AI support created by Dante, visit the ModX forums at modx.the-pitts.net.

C&C: Under in MP Practice has AI. :rolleyes:
the map name is skirmish00.mixHehe, back at ya maytridy.
So don't bloody ":rolleyes:" at meh...

its still C&C Under, just has a different name so the game reconizes that it is the map it uses.

Subject: bots

Posted by [yahoo](#) on Thu, 24 Jul 2003 20:30:48 GMT

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spreegemYes you can make a server on WOL if you have a firewall I do, and I have a firewall.

um how come i cant move when the game starts?

Subject: bots

Posted by [kawolsky](#) on Thu, 24 Jul 2003 20:38:07 GMT

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bot mod 22 and 25 are the same :rolleyes:

Subject: bots

Posted by [spreegem](#) on Thu, 24 Jul 2003 21:59:10 GMT

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yahoospreegem Yes you can make a server on WOL if you have a firewall I do, and I have a firewall.

um how come i cant move when the game starts?

You have to wait for someone else to join it.

Subject: bots

Posted by [spreegem](#) on Thu, 24 Jul 2003 22:00:10 GMT

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kawolskyspreegemohmybad <http://www.hostultra.com/~spreegem/RenMods.htm> this is spreegems site has alot of cool bot scripts

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bot mod 22 and 25 are the same :rolleyes:

Are you sure, Because I have 2 Mendoza ones, except they have differet weapons.

Subject: bots

Posted by [Jaspah](#) on Thu, 24 Jul 2003 22:38:52 GMT

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yahoospreegem Yes you can make a server on WOL if you have a firewall I do, and I have a firewall.

um how come i cant move when the game starts?

LOL.

What are you? dumb?

You would think you would know that. :rolleyes:

Subject: bots

Posted by [yahoo](#) on Thu, 24 Jul 2003 22:41:12 GMT

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spreegemyahoospreegemYes you can make a server on WOL if you have a firewall I do, and I have a firewall.

um how come i cant move when the game starts?

You have to wait for someone else to join it.

so your saying its normal? ok ill try it if WOL goes online

Subject: bots

Posted by [spreegem](#) on Thu, 24 Jul 2003 22:49:21 GMT

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Ya, you have wait untill someone else joins, before the game starts.

Subject: bots

Posted by [yahoo](#) on Thu, 24 Jul 2003 23:59:44 GMT

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k cool cuz i could play cops and robbers with out noobies ruining it cuz i figured out somting
