
Subject: NHP_Construction_AI
Posted by [Spike](#) on Tue, 23 Dec 2003 22:04:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have seen this script several times when i go through the scripts looking for something and it seems like a usefull script for ai but im not sure.

Does anyone know how to use this script? (And can they tell me plz?)

Subject: NHP_Construction_AI
Posted by [\[REHT\]Spirit](#) on Tue, 23 Dec 2003 22:15:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

It spits out units and tells them to go along certain paths. Goes in a loop something similar to:

Money Unit (unit used to generate money for the team. Of course it doesn't HAVE to and can easily be an offensive/defensive unit. Not ment for harvesters but rather something with GTH's money script)

Defense Unit

Offense Unit

and back to Money

.....it's like a spawner but it has a limit (unless you crank it up to be reeeallly high) and it can have more units out then 1 at a time.

Subject: NHP_Construction_AI
Posted by [Spike](#) on Tue, 23 Dec 2003 22:22:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm.. I see. That seems kinda usefull but what do u attach the script to? Do u attach it to each unit or like a spawner or something?

Subject: NHP_Construction_AI
Posted by [\[REHT\]Spirit](#) on Wed, 24 Dec 2003 00:21:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

A Daves Arrow will work. Just place it where you want the stuff to spawn at.

Subject: NHP_Construction_AI
Posted by [Spike](#) on Wed, 24 Dec 2003 01:24:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cool, thanx.
