
Subject: Bot Mod???

Posted by [fonzdude](#) on Wed, 14 Jan 2004 18:31:53 GMT

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well i play lan 1v1 and it gets very boring very fast mostly, so i was wondering if there is a any way to add bots to multiplayer lan?

thx

Subject: Bot Mod???

Posted by [NHJ BV](#) on Wed, 14 Jan 2004 19:17:37 GMT

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There **are** some maps with bots on them, I believe Dante made some, like Walls_AI, but the bots aren't really any good.

Subject: Bot Mod???

Posted by [boma57](#) on Wed, 14 Jan 2004 19:52:12 GMT

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You'll be able to drop different bots ingame with the C-130 Drop Editor, too, but only if you play on Nod.

Well, I suppose you could set it up, then kill the Nod harvester so some Nod bots drop, but they're probably not smart enough to leave the base.

It's pretty fun to play on Nod and drop a ton of GDI bots with the Hunt_The_Player script attached, though

Subject: Bot Mod???

Posted by [npsmith82](#) on Thu, 15 Jan 2004 04:56:22 GMT

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You can find Dante's AI enabled maps, here...

<http://www.thecodesmith.com/?page=RenSkirmishDownload>

Subject: Bot Mod???

Posted by [Blazer](#) on Thu, 15 Jan 2004 05:12:52 GMT

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vloktbokys server side scripts have the ability to add bots to any normal map.

Subject: Bot Mod???

Posted by [kriegerv](#) on Thu, 15 Jan 2004 07:14:25 GMT

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If you drop bots with cnc drop, the bots will automatically follow you.

Subject: Bot Mod???

Posted by [AgeintXXX](#) on Thu, 15 Jan 2004 20:16:53 GMT

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its easy u can get mods from renegadezone.com or other places just search google or something
