
Subject: Re: bots

Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:13:26 GMT

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Okay I got board of reading this half way though, to do the vehicles you can attach a base defense script to make it attack, and you could use the "jfw_hunt_blow_up" script to make it chase the player (put a fake explosion preset in the explosion it the parameter spot).
