
Subject: Re: created bots

Posted by [The Executor](#) on Thu, 20 Mar 2008 15:48:01 GMT

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Okay in order to get a normal bot to work on a map, you have to run pathfind on the map by placing a pathfind generator on the map first then running pathfind. Also temp the GDI_MiniGunner_3Boss preset and call it BOT1 then click on settings and scroll down and make sure that the check box "UseInnateBehavior" is selected. (Just like the picture above)
