

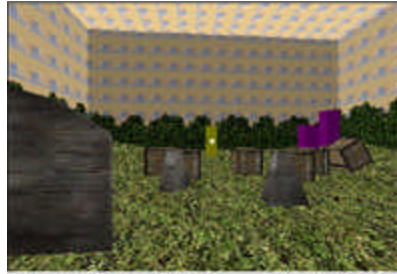
Make a SP AI

What we are going to do:

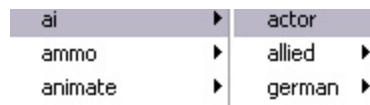
I know it took me a while, but w/the help of DeathPool, I got it done! Thanx man!

Get Going!

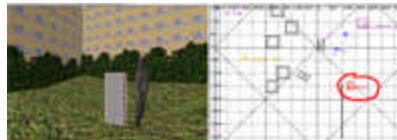
Okay. Make a map 1024x1024. Texture it how you want. Then add some stuff to it "ex. barrels, bush trees" whatever, and add a player start:



Now, make sure nothing is selected, Right click in the top view and go to "ai" "actor"



And a Grey'ish box will appear, that will soon be your enemy:



Make sure you have this gray box pointing towards your player start.

Next, hit "n" to bring up the properties for your gray box. In there, type these values:

\$targetname / enemyspawner
model / human/german_wehrmact_nco.tik

And your gray box will now turn into a man w/no hands or head:



Super!!!!

Now close the console and w/your guys still selected, hit "I" on the key board to bring up his setting



