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Subject: AI for MP (UPDATED)

Posted by [Anonymous](#) on Tue, 28 May 2002 08:41:00 GMT

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Long time no see, moved this weekend, getting my cable access hooked up so i can be 24/7, then i will be on full time sorry bout all the delays, i am still looking for some people to help me out with the map part of the mod, as far as getting waypaths set and so forth Cudos to Steve for his help but i will need some screen shots of the locations that you plotted or else i am blind to where you have those xyz coords at. As far as the scripting goes, if someone is familiar with the vehicle bots, please let me know and if you want to jump on board with this project i would be more than happy to have you. Some "Help" again, is needed in some areas and i would like to put a TEAM together to help me with a few things so that i can get this project out to the public, i do apologize for the time that it has taken, but i want this to be bug free, REAL AI, and i want to be able to have everyone use it. when i first started this post, it was an idea, meaning i had no idea how to do this, now with the help of some of the forums top minds i have begun to get this program and scripting rolling. Anywayz, here are some positions that i would like to fill. Map Designer, needs to have very good knowledge of waypoints, and paths. Graphic Designer, anyone who wants to show off their skills in the AI maps, this is the place to do it. Web Designer, i would like someone to take this task, and post a website that would hold information about the progress of the AI, updates (when it releases), as well as a message board, news board, request sections, tutorials (of how to do various things), email links to various TEAM members, and all that bound up in a nice n professional web site. This would be a perfect place for a web designer to show off their skills and because of the interest expressed in these forums, i would like to keep everyone up to date on the applications and AI. (This would make a nice addition on any web designers resume) Skinner, hey why not add those custom skins to this AI, maybe even have more than one AI working against you. Well that is the starting list, as said before this is not an EASY task or WW would have included it with the game upon release. I will be much more involved in the forums now, so please feel free to keep them questions coming. As far as progress, i have over a hundred scripts written for the AI, and i just need better knowledge of the maps, and waypaths, that will come with the map designers i hope and i can get this released, as far as vehicles (to answer another question) i would like to include them, but i need the vehicle bot scripting that someone else is using for a reference. Thanks alot, and until later today. Dante

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