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Subject: =bots=

Posted by [Oblivion165](#) on Tue, 31 May 2005 16:15:15 GMT

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Easy, easy. Oh and for balcony shots put them right on the edge, or they will just shoot the railings etc.

First to make a bot that will woop your monkey ass, do the following things:

(All in Soldiers Settings Tab)

1. Sight Range = 400

This will let the bot see you from FAR FAR away

2. WeaponError = 0

Basically makes the bot never miss. Obviously if your running it will miss a shot or two.

3. WeaponRounds = -1

Unlimited Ammo for the Bot

4. Sight Arc = 360

Im pretty sure this is its point of view, put it to 360. Eyes in the back of his head man!

5. Listener Scale = 10

Bot will hear your footsteps!

6. TurnRate = 300

Spinning around at you like a ferris wheel.

7. InnateAgressiveness 10

Violence.

8. InnateTakeCoverProbability = 0

No sissyness, wont crouch etc.

9. Weapon TurnRate = 300

Got to get the weapon around as fast as he is turning.

Ok thats it, one of the toughest bots you will ever face! (If you give him a decent weapon)

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