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Subject: Re: How 2 make COOP bots not lag shoot?  
Posted by [Ivan275](#) on Tue, 29 Aug 2006 22:15:44 GMT

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TGPaddy wrote on Tue, 29 August 2006 04:43<http://renhelp.laeubi-soft.de/index.php?tut=40>That is basically what I do now

Oblivion165 wrote on Tue, 29 August 2006 15:12

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=13>

when I "Temp the soldier, and name it whatever you want your bot to be." Once I do that and export my map as "00\_tut.mix" server loads the map fine but when player joins they crash out of the server.

EvilWhiteDragon wrote on Tue, 29 August 2006 09:58Maybe it is because you dont have the turret lag fix ? try it:

I'll give this a try in about 8 hours hope it fixes my problem

LR01 wrote on Tue, 29 August 2006 11:51Bots lag anyway in Renegade, nomatter what you do (you can only less it, but I never saw non-lagging bots)

Go to WOL and play on "AdadServ" and "westwood" servers. In "AdadServ" moving bots lag just after they span and start running to you, and they can look away from you, shoot and still kill you. But in "westwood" the bots don't seem to do it at all.

SideNote:

Also "westwood" server seems to have bots turn faster then on my and server even if i put 500 or 5000 for turn rate. Maybe that's what the problem is. If I use 500 and 5000 for turn rate they look about the same. Maybe I'm saving the map wrong? Not copying some file where it needs to be? I do copy objects.ddb into data folder and rename to aow.