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Subject: Re: AI Bots

Posted by [Brandon](#) on Fri, 01 Jun 2007 02:56:39 GMT

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I'm just making some tough AI Bots for some server side co-ops. I'm going and selecting the characters on the preset list and I click 'Add' then setup the AI part (making them smart, tough, etc). Then I go to set them up as a spawner by just going to the Spawner folder and clicking 'Add' and setting up the spawner. Then I put the spawner in the map and save. Then I take the .idd and my server side mod (.ddb) and replace/put in RenegadeFDS/Server/data folder and then boot server and it runs but clients crash no matter what. They crash as soon as they join the game.

I just want to know how to make smart/tough AI Bots (spawners) server side for maps so no one has to download a map. I'm unsure if you can do server side AI Bots with a temps20.ddb file. So please someone help me out. I'm almost always online Yahoo! Messenger (crazy4starwars) so you can catch me there or just leave a reply here. Thanks!

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