Subject: Re: bots part 2
Posted by Brandon on Wed, 13 Jun 2007 06:07:27 GMT
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There are many scripts that can be used to have a Bot hunt down players, any of them should do.

When making a Bot, if you don't want it to move period you'd check the InnateIsStationary box or, if you want it to remain in one specific area you could try playing with CoverType/CoverSpots but I'm not sure if that works server side. Mainly AI Bots stay in one place until they hear/see an enemy unit approaching and then they move out after it unless they lose sight of it. If you want your AI Bots to remain in base then there's not much you can do about it, once they're on the move there's no controlling them. But if they lose sight of something they stay put for the most part. If you use a spawner then when they die they'll be back at base.

Setting up AI Bots on waypath is easy, use JFW_Follow_Waypoint (might not be waypoint, maybe waypath, bah...) anyways, you make a waypath and then you use the script on your AI Bot and plug in the parameters and values, etc. However, waypath I hear goes onto a .lsd file, not .ldd, so it might crash the server.

Adding scripts to the wrong thing MIGHT crash your server, depends though on what you're doing and with what, lol. Usually though, nothing will happen. Your server might be crashing if you're not using a bot fixed server side mod or if you did something wrong when making your AI Bots (I'll be posting a tutorial on RenHelp.net on how to properly configure AI Bots server side soon).

As far as the keycard thing goes, I'm not entirely sure. But to get rid of things like those red fences you add in Level Edit and you can add an object(s) to be destroyed to delete the fences. Use a JFW_ (I think it's death_destroy or something), attach script to object that needs to be blown up to delete the fence(s), etc.

As far as the last thing, you decide what you want to add the script to. If you add to the bot/spawner on preset list it'll apply to all that you make, otherwise if you use one a current bot/spawner in your map it'll only apply to it.

I'll get a tutorial up soon, I hope I could help for now.