
Subject: Re: bots part 2

Posted by [Brandon](#) on Wed, 13 Jun 2007 14:51:04 GMT

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If you want characters to stand in one place and never move check the InnatelsStationary box when setting up the AI Bot.

If you want them to move then leave them be.

For hunting, use scripts.

I don't know if there is a script to make Vehicle Bots stay in one place out yet. But I heard awhile back on RenHelp.net there would be one that allowed you to tell the bot to return to it's original position.

Now to make Vehicle AI Bots you can either use the current tutorial on RenHelp.net (which kinda sucks) or use Neo_Vehicle_AI (nice script with a few easter eggs I learned).

If you need more help get TeamSpeak and join my TS server (link can be found at www.worldwidehelp.co.nr on the homepage, just click the TS icon).
