
Subject: Re: Abandoned project - Advanced Bots 2
Posted by [Jerad2142](#) on Wed, 21 Nov 2007 14:08:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Wed, 21 November 2007 05:20I am interested to know how you handled the VTOL AI, it's one type of AI I have struggled to get working, mostly because they seem to stop being able to 'see' enemies as soon as they get more than a meter or so above the ground. There are many tricks to doing it, if you are having problems with it not being able to see enemies you should make sure that the vehicles sight arc is 360. If that doesn't work, use find nearest soldier scripts and stuff like that.
