Quote:
On to lesser questions...
1. Any other websites similar to Renhelp?
2. Any websites specializing in tutoring about the Renegade AI?
3. Is anyone who really specializes with the AI?
4. Does anyone have their own private AI maps of which they may share?
5. What is CPU_Neo_Vehicle_Ai a part of in CPUKiller's scripts? Where may I download that script? (Don't see it anywhere, even Google.) If no where, then what is it?
6. http://renhelp.net/index.php?mod=Tutorials&action=view&id=44 Is there a version of that map with player spawns? (Ohhh, but I had to say, that was so fascinating to me at m y first look at it.)
7. Any tutorials I should be really looking at about AI? (I believe I have seen most at Renhelp)
8. Any wrong information with my cnc_c130drop.txt file about the information? I have been working with this from time to time for myself, and most of the information builds upon it... although I definitely know my knowledge about the "Cinematic Script Commands" and such is wrong... That stuff was the most confusing to me, because there was all sorts of weird reactions to the drops. Both of the timeframe/whatever's are based on my experience on the MP practice map, with having a lot of bots drop, and I had changed the time for some of the bots. (as they kept sticking to the plane and flying off, or they went off the map or some kind of random reason of which I don't understand yet.) Some of the bots appeared later, so they didn't clip together on the field. And strange enough, the plane ceased to crush the bots and myself for that time. I've included a drop file along with the post. Again, note that I sometimes forget to update the file entirely, so some of the information is inaccurate and such. It also isn't formatted conveniently yet.
9. Any other major information regarding the c130drop.
10. How do you totally uninstall RenGuard? I seem to be receiving "Gameplay Pending" some of my campaign missions (surprisingly some saves are clear from this), and I think it is because of RenGuard.
11. Of a mod I recently discovered on RenHelp.net, which was created by Oblivion165 ("Single Player Cheats - BETA 2"), I really found interest in the Bot Drop. I would like to learn more about it, and how would I edit it? Wordpad displays too much garbage to be anywhere editable, and I cannot make much sense out of SPBots.txt, unlike the C130drops.
12. Do bots die from follow the player scripts? I've noticed this occuring (or at least again). I haven't tried the Goto Star one, though. And if so, is there a solution to stop them from dying without making them invincible?

1) Not that I know of.
2) No.
3) Not really, most renegade programmers will know about it though.
4) I doubt anyone would share their "private" stuff.
5) Probably a script to control vehicles.
6) Doubt it.
7) No.
8) Best thing you can do is look at the renhelp tutorial.

9) renhelp
10) Delete game.exe and rename game2.exe to game.exe
11) No idea.
12) Never heard of this happening.