Subject: AI Spawners

Posted by Spikey00 on Sun, 13 Apr 2008 19:24:39 GMT

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While I wait for my old topic to receive an answer for my major question about my crashing in LevelEdit (http://www.renegadeforums.com/index.php?t=msg&th=28541&start=0&rid=2 3806), I have a question about AI spawners.

I'll just ask the questions about AI spawners.

1. If you add more of the same soldiers to the presets for spawning, will it change the probability of the spawning soldiers?

2. Do the soldiers spawn randomly, or from top to bottom?

3. Why don't other bots spawn when I change the AI Testing spawn presets? (Minigunner and Officer for GDI, and Officer with Nod)

4. Does only 1 bot spawn for each spawner?
i) How do I change it? Or must I add more spawns?

5. (Somewhat unrelated to spawners) If you set the sight levels of a bot to an extremely high amount, does it see through walls to players?

6. Should you attach scripts to soldiers?
i) What types of scripts are recommended for higher performance of bots?

I appreciate any answers.