Subject: Re: AI scripts!
Posted by Veyrdite on Sat, 07 Jun 2008 02:26:48 GMT
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SSnipe wrote on Sat, 07 June 2008 11:51Dthdealer wrote on Fri, 06 June 2008 18:25SSnipe wrote on Sat, 07 June 2008 04:22Canadacdn wrote on Tue, 03 June 2008 21:09M00_Action is the best AI script Renegade has to offer.
tell me how to set it up please?
Same here. Haven't got a clue what most of the options do.
i pmed him and asked but i guess hes ignoring me
He probably doesn't know or is away somewhere.

Edit: This is what I have worked out so far.

Startnow=Booleen (whether it starts automatically or not)
RecieveType=Variable (probably to do with customs)
Receive_Param_On=Booleen (Parameter to receive to activate script)
Receive_Param_Off=Variable(Parameter to receive to deactivate script)
ActionPriority=Variable (probably to do with how many times the script runs per second)
ActionID=Variable
_Move_Target_ID=Variable (what object ID to hunt down)
_Move_Following=Booleen
_Move_Destination=Coords (Where to go to on map)
_Move_WayPath_ID=Variable (ID of waypath to follow)
_Move_Waypath_Start_ID=Variable (ID of waypath starting point)
_Move_Waypath_End_ID=Variable (ID of waypath ending point)
_Move_Waypath_Splined=Booleen
_Move_Arrive_Distance=Variable (How far to stop from target object/coords)
_Move_Speed=Variable (Speed multiplier of max vehicle speed (0.5 for half speed, 1.0 for full etc))
_Move_Crouch=Booleen (Probably if the unit crouches for all movements)
_Move_Backwards=Booleen (causes the unit to walk/drive backwards)
_Move_PathFind=Booleen
_Attack_Target_ID=Variable (target ID to hunt and kill)
_Attack_Location=Coords (location to hunt and kill)
_Attack_Range=Variable (How far away the unit needs to be to the Location/Object until the attack starts)
_Attack_Deviation=Booleen
_Attack_Primary=Booleen (uses the primary weapon or not)
_Attack_Crouched=Booleen (crouch when attacking)
Debug_Mode=Booleen

Booleen=1 for yes, 0 for no
Variable=Any number
Coords=The XYZ coordinates of somewhere.