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Subject: Re: AI scripts!

Posted by [\\_SSnipe\\_](#) on Mon, 09 Jun 2008 04:15:04 GMT

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jonwil wrote on Sun, 08 June 2008 21:08 Here is some information Greg Hjelstrom gave me many years ago on the M00\_Action script.

\_Move\_Target\_ID = The Target ID to move towards.

\_Move\_Following = Whether this unit should follow the Target ID or not.

\_Move\_Destination = The Vector3 location of the movement destination.

\_Move\_Waypath\_ID = The ID of a waypath to follow.

\_Move\_Waypath\_Start\_ID = The starting point to use on the waypath.

\_Move\_Waypath\_End\_ID = The ending point to use on the waypath.

\_Move\_Waypath\_Splined = Whether to use splined movement or not on waypaths.

\_Move\_Waypath\_Looping = If the unit should circle on the waypath.

\_Move\_Patrol\_Radius = A radius to use if patrolling an area.

\_Move\_Patrol\_Loiter\_Time = How long to wait at each point until patrolling again.

\_Move\_Arrive\_Distance = The distance to close to with the destination.

\_Move\_Speed = The speed at which the unit moves.

\_Move\_Crouch = Whether to move crouched or not.

\_Move\_Backwards = Whether to move backwards or not.

\_Move\_Pathfind = Whether to use pathfinding data for movement or not.

\_Attack\_Target\_ID = The attack target's ID.

\_Attack\_Location = The location of the attack (if no target).

\_Attack\_Range = The maximum effective range of the attack.

\_Attack\_Deviation = The deviation of the attack.

\_Attack\_Primary = Whether to use the primary weapon or not.

\_Attack\_Crouched = Whether to crouch when firing or not.

thank you for that you just helped a lot of people

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