Subject: Re: AI scripts!
Posted by Veyrdite on Mon, 09 Jun 2008 09:53:39 GMT

SSnipe wrote on Mon, 09 June 2008 14:15jonwil wrote on Sun, 08 June 2008 21:08Here 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
Hell Yeah!

On a related note, is the first player (who joined the server) Object ID 1? If not does this script cause the AI to attack at target at the specified location or just shoot at the coords?