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Subject: Re: Patrolling Bots

Posted by [danpaul88](#) on Mon, 01 Dec 2008 08:50:11 GMT

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I usually write my own AI scripts instead of using the generic scripts to give me more flexibility over their behaviour. I am at work at the moment so I can't actually check into this, but try reading the readme.txt (ctrl+f to find any references to waypoint might be a good start) to see if you can find anything useful.

If I remember tonight after work I will have a look to see if any of the scripts do what you want, if not perhaps I will write one to put into 4.0. From my experience with the Renegade AI it is likely that the reason it does not already exist is because when the bot returns to patrolling they will start again from the beginning of the waypath instead resuming from where they got up to. A simple solution would be some daves arrows with an attached script with a patrol ID and it's order in the patrol, and using another script on the AI to remember which one was the last one it visited, and therefore which one it has to go to next.

Remind me to look into it at some point.

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