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Subject: Re: SBH

Posted by [GEORGE ZIMMER](#) on Mon, 12 Oct 2009 11:59:20 GMT

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Poskov wrote on Mon, 12 October 2009 05:12Dude, that is way too complicated and too much work to do, (seriously, a script to every bot? Utterly ridiculous)

I'd go with my idea. Simpler and easier to do + less work.

Also, the degrees where the bot see the stealth should use the one the bot uses by default, and why does every bot need a script for each? What, does every bot have a different stealth sight range? Not really useful.

I got a better idea, there should be a global setting for the AI with 3 fields. 1 for buildings, 1 for vehicles and 1 for infantry. Practical, useful and simple. Do you know how scripts like those usually work? You just attach it to each individual bot. Not saying one script for every ren character, but just a script that would apply to the bots and therefore would have to be attached to them.

Infact, if I'm not mistaken, it'd be easier to code it like this. Attaching a script to a character that applies to OTHER characters but only specific ones (bots) would make it overly difficult to code... and just plain silly considering you'd more than likely need to attach a "flag" script to the bots anyway if you don't want the script to apply to every single character.

Even if it wasn't easier, I'm pretty sure they'd be roughly the same difficulty to make. In which case, it's better to have the customizable part and not the "flag script" on the bots rather than the SBH.

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