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Subject: Good AI script?

Posted by [bigwig992](#) on Thu, 28 Aug 2003 05:27:00 GMT

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I have vehilces that need to follow a waypath and shoot all enemies (mostly AI). I tryed using JFW\_Guard\_Duty, but that would usually crash the game when applied to any vehicle besides the stealth tank. So I tryed PDS\_Follow\_Waypath + any other script. It won't work. If you fire on the tank, even if it's on your team, it will turn the turret and fire on you. Even if the enemy shoots it, it will turn and shoot you. Are there any ways around this? JFW\_Gaurd\_Duty did the trick with the aiming and firing, not so much the waypath. So, basicly, I need some kind of script that makes the vehicle's semi smart. Fire on enemies, not friendlies, fire on AI, not only players. I'm beginning to see why westwood never included vehicles in their skirmish map.

Note:All the vehicles are replaced with custom models with the extra "helper bone" feature for improved AI performance.

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