Subject: Re: About Westwood's Scripts
Posted by TNaismith on Fri, 27 May 2011 15:04:02 GMT
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kamuixmod wrote on Fri, 27 May 2011 07:55
btw.They should make scripts in Script 4 for Aircraft behaviors as well because its stupid to have an apache go over you all the time and wait 10 seconds before it shoots. They should make a script where apaches can shoot you from distance as well by being in front of you or etc

Right, I forgot to mention that as well. "M08_Mobile_Apache" is the only air vehicle script that has been known to work decently, but the flaws are indeed that the air vehicle bot often waits 10 seconds before shooting, and even then, it only fires once it can get a 'lock' onto a player's character for 10 seconds, without the player moving the camera view around, or moving the character around on the terrain. It's quite restrictive in that sense, but it's pretty much the only air vehicle bot script that even works. The script still works even in A Path Beyond, one of the co-op maps utilizes the script to have ai Allied Hinds attack players on the Soviet team.

Unlike scripts for vehicle ai on the ground, I haven't heard of any improved/new scripts for air vehicle bot behavior that could be considered for scripts 4.0 with the TT patch.