Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 13:33:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 15:19:00 GMT
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bumphey, if anyone is interested, please reply, otherwise i feel like i would just be doing it for myself , and how boring would that be.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 15:26:00 GMT
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YES!!! I have been waiting for this for a long time. I really dont know how to scrpt but i always like playing MP Practice on new levels but there were never bots. It sucked but if u make this it will be good. How many maps will it be on!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 15:36:00 GMT
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all, including any maps submitted by users, i just need to get that scripting help, i will post some screenshots of the program when i get some help. Program is about 50\% complete but won't go past that until i know more

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 15:39:00 GMT
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ok cool how long u been workin on it

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 15:44:00 GMT
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I have been on it bout 2 or 3 days full time, you know caffiene buzzed no sleep weekend!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 15:57:00 GMT
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oh yeah, one more quick thing, where can i get a bone list?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 16:13:00 GMT
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Well if anyone who is online tonight could keep this alive so the night people could answer it would be much appreciated. I have to go now and won't be back on till 8:00 am in the morrow, so please keep alive and try to give me some info so i can try to complete this Thanks in advanceDante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 16:21:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 16:28:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Apr 2002 16:54:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 00:41:00 GMT
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I am currently working on an AI script for the MP Practice, only thing is i need some help with the x,y,z on the create_object and create_Real_object commands.If someone knows alot about this scripting(hmmm... abjab or associates) could you please contact me so i can finish this code up.Here is a little history on the subject.I am a VB Developer out here in wonderful LA and got

bored playing SP so i decided that i would play MP Practice(No current ISP for i am moving in a month). Well after devouring these forums, and absorbing all i could from them. I decided that i could easily make an AI script for the MPP.The program would rope drop, or parachute enemies and allies in random positions on the map so people like me could play against someone on another map other than skirmish.Much help would be appreciated.If you guys can help me I can help you by making some sort of script generator where you could choose where and how to do things then just pick a file name to save it as.PLEASE HELP!!!Dante [July 26, 2002, 01:51: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 10:00:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 10:04:00 GMT
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I could help a little but I am very busy with my own mods if you remember I made the GDI SP Aircraft mod and other mods, I mainly make maps now but I am wondering do you need maps building if so just relpy or sometihng,Thanks,--Shaun--

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 10:05:00 GMT
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if you can finnish it it'll be super you'dd be the first to do that,   ,unfortuanltly, i dont know anything about modding those files

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 10:08:00 GMT
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Great!!   I really hope u complete it

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 11:06:00 GMT
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---<<<Bump>>>---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 13:04:00 GMT
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Ahem getting ai into new maps is easy.....but getting them to be differnt then what one can spawn is another story. Also they need some pathing that is easy.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 13:15:00 GMT
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with vb i will be able to do a completly random ai, not a problem!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 13:18:00 GMT
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You mean like spoonbots for tribes? Spoonbots for tribes use's tribes built in coding system to create bots of certain classes and stuff like normal players. You just have one problem spawning players in renegade.....they start as soliders and dont change unless they buy it. How do you suggest you get past the spawning things in the game?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 15:46:00 GMT
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This is ai for multiplayer practice, not for online, i am not trying to mod the game, just add some challenge to the people who are playing without connections or who just enjoy skirmishes.(like me)later on i will work on a server side ai engine that generates bots into mp, but for now will be mpp and sp only.if you know of any other programs that do this could you post a link instead of being a critisizing my posts? Not being rude, but that would be a lot more helpful.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 15:50:00 GMT
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sorry for previous post, err.. think i miss readit.. i have never heard of that patch for tribes and for some reason i thought that it was a renegade patch (me so stupid sometimes, it's 4:00p and i

have been punching code all day)anyway, the ai will not *spawn* so to speak, it will kinda be based on the C_130drop script then go from there with random things happening all the time.(((dreamingly thinking, why is it when i post i come up with even better and better ideas??)))anyway, i hope that this helps explain that a little better, if you could kindof explain to me exactly what the spoonbots does for tribes, if i don't reply today, i will tommorrow!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 15:51:00 GMT
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You know, I'm a VB programmer myself (Can't wait until the Education authority validates my

wondering, how exactly do you plan on making the AI using VB, this isnt critisism, jsut curious. I thought you had to assign the scripts to objects through the commando editor, and even when the scripts.dll source is released, it WILL NOT be in VB, i can guarantee that!Correct me if I am not getting your point here, but i was just curious.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Apr 2002 16:02:00 GMT
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basically, here is the scenerio, first thing that always happens in the game is that the c130 drops the harvester...well, if you are able to randomly generate people off of that item happening, then you will be able to make custom scripts(in the WW C programming) by simply creating the scripts using FSO. This will make for alot of scripts, but when you close the program it will kill all the scripts, and return the Data directory back to the previous state. I know this may sound wierd, but alot of it is already coded and i have been pounding all day on some SQL and Accounting software, so i kinda purposely forget the intregit programming(comments are the key to VB Programming).But basically it uses stuff we already have in the game, just re-utilizes it in a way that can make it more challenging.#1 Rule in programming!KEEP IT SIMPLE STUPID!The later versions will be more in depth and hopefull have more features, but for now you will simply choose what side you are going to play, open the game, and have a butt load of random characters come at you and your base.hope that helped alittle, if you want to know more email me @ tanderson54@hotmail.com

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 01 May 2002 00:56:00 GMT
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Sorry bout the length between posts, in my own little cubicle programming endless lines of VB Code as we speak.Anyway, I have talked with some really good sources and aquired some MUCH needed info. I would like to tell anyone that if they have some really kewl scripts or functions that they would like to include in the app, please feel free to send them to me or make a suggestion, you will be credited with your work, I GUARANTEE IT,(you can quote me if you like).

I would really like to get the info on how to unmix the files then remix.. If you have any info on this PLEASE let me know...Again thanks to all who contribute, and keep up the great posts, very informative!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 01 May 2002 08:29:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 01 May 2002 09:22:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 01 May 2002 16:31:00 GMT
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definatly will have a FULL tutoral, any tech writers out there that could help translate programmer goo to regular english?LOL, i will do the best, but i am only one man with alot of current projects.i have gotten the program to run silently with .032\% load on a 1ghz pentium 3 so i think that it won't bog your systems down at all!!, good news for multiplayer updates later on down the road!!!I am about 75\% complete, lot's of cleanup, making it pretty, and doing the help and tutorals.Thanks for all the bumps and help me keep this subject aliveSPECIAL THANKS TO ABJAB AND BLAZER FOR ALL THERE HELP!!!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 01 May 2002 16:52:00 GMT
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quote:Originally posted by Dante:basically, here is the scenerio, first thing that always happens in the game is that the c130 drops the harvester...well, if you are able to randomly generate people off of that item happening, then you will be able to make custom scripts(in the WW C programming) by simply creating the scripts using FSO. This will make for alot of scripts, but when you close the program it will kill all the scripts, and return the Data directory back to the previous state. I know this may sound wierd, but alot of it is already coded and i have been pounding all day on some SQL and Accounting software, so i kinda purposely forget the intregit programming(comments are the key to VB Programming).But basically it uses stuff we already have in the game, just re-utilizes it in a way that can make it more challenging.#1 Rule in programming!KEEP IT SIMPLE STUPID!The later versions will be more in depth and hopefull

---

have more features, but for now you will simply choose what side you are going to play, open the game, and have a butt load of random characters come at you and your base.hope that helped alittle, if you want to know more email me @ tanderson54@hotmail.com So.....This is like those batch file run air-mods from a while back, except that you are storing all those scripts within your executable (less messy), and creating them at runtime so the cnc_c130drop will drop your random stuff? Your VB program will randomly assign these different scripts to the game accordingly, am I right?If that isnt what you meant, then you must be referencing Scripts.dll itself, and although we know about the Create_Script() and Destroy_Script() functions, nobody knows the parameters to we can call them. So that's unlikely.If your not a programmer, youd be better off ignoring the following, else you maybe confusedBet you got it easy with the CPU optimising for a small little stealth proggy. My program I made has to run as a server to upto 130 other machines and transfer their data to other "Console" machines (100units of data in, 100*ConosleMachines Units of data out, its really busy), as well as logging every single action command to an access database, and serving as a DB server to other machines for it. And I managed to optimise ALL that to use nothing more than 4\% CPU on a 233MMX NT4 Server. (Took me 1.5 Years to complete, finally gonna sell it)Anyway (Im in a ranting mood tonight), all that to ask "Is it a VB-enhanced version of those old primitive BAT stuff but with spawning AI?"

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 01 May 2002 17:02:00 GMT
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good ol "BUMP"

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 02 May 2002 00:39:00 GMT
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Are we any closer to a solution and if so will there be a tutorial so we can mod our other maps ???Night_Patrol

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 02 May 2002 08:46:00 GMT
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sorry about the delay, was working on the program last night and kinda got lost in the mood. anywayz, basically yes and no.At the beginning of the game there will be several drop points with custom scripts added to them throughout the map.From there there will be helicopter, parachute, and a-10 dropoffs of ai wearing a custom script there.i hope that this may help a little, not wanting to divulge too much as it is taking some time for me to do this proggy.Anywayz, i have gotten several requests for progs to replace the batch files and if anyone would like me to do that for them please send me an email at tanderson54@hotmail.com with a copy of the batch file (in *.txt format please) and any scripts you would like to rotate and it should only take me like a couple of days to complete. Thanks again Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 02 May 2002 09:03:00 GMT
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this sure would be cool, could there be soem utility that control the ammount of enemies? (since the westwood ai is kinda dumb, maybe making more of them makes it harder) and an online feature would deffy be cool, to have a perfectly filled game with just 4 human players ....

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 02 May 2002 09:50:00 GMT
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Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 02 May 2002 09:58:00 GMT
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yeah there will be plenty of room for you to add the number of bots and what type and so forth, hopefully either tomorrow or monday i will post some screen shots of the app!Any body know or have the .mix extract coding??

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 02 May 2002 15:18:00 GMT
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Good news, just sent blazer a beta version of BlazerRotate 3.0, works on all MS o/s except 95 and 3.1, runs with very little cpu load and you can add new sounds very easily, you also can put the sound files anywhere you like so you don't have a new folder in the Data directory,((***thought*** those are getting to be alot!!)) anywayz when i hear something back from him he will prolly say something here (at least i hope)Dantep.s. I am making alot of progress with the ai engine.p.s.s. does anyone know about a poke_and_play_audio script?thanks!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 03 May 2002 01:34:00 GMT
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^^BUMP^^

Subject: AI for MP (UPDATED)

Posted by Anonymous on Sat, 04 May 2002 08:45:00 GMT
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well this is a bump and a YA how is it coming along

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 04 May 2002 08:55:00 GMT
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You need .mix help? Rename the ext with .pkg and open with a xcc mixer. Just one question: You
are considering how to put in proper ai pathing yes? With some basic change scripting so its not
the same place for attacks? As for spoonbots why dont you ask the man who made it werewolf
you can find his projects and everything over at www.playspoon.com

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 04 May 2002 09:18:00 GMT
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bump this but really HOW FAR!!! like 99\% or 90\% or 80\%

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 04 May 2002 09:28:00 GMT
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^ ^__/

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 04 May 2002 11:02:00 GMT
View Forum Message <> Reply to Message

bump!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 04 May 2002 11:15:00 GMT
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Dante, please check you mail

Subject: AI for MP (UPDATED)

Posted by Anonymous on Sat, 04 May 2002 12:48:00 GMT
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te how is the AI comming on ... havent heard anything for a while .....Night_Patrol

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 04 May 2002 13:47:00 GMT
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quote:Originally posted by [HEL]Simest:*bump!*Maybe comrade you like someone to create a website or help ya out more? I do not know how to program but I can certainly lower the ammount of things you have to do to make the ai work (like pathing).

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 04 May 2002 15:05:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 08:18:00 GMT
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--- Hey modders, i am currently working on two proggy's now including the normal stuff i do from 8:00 am to 5:00pm so bear with me, i have all the scripting i need, but anything that you guys find along the way just send it to me @ tanderson54@hotmail.com and i will be sure to include it with the first package that i make along with full credit, so if you don't include a name i will put your email address minus the @whatever.com...I would really like to see some user scripts come into this program and to include them in the package.This is not a mod, this is an extension of the program that will run side by side of the app.. I just needed to clarify that for all of you.I will email the source(after i complete it) to anyone who thinks they could improve it or thinks that i inserted a worm, trojan, virus whatnot. be aware though the programming for this program alone has totalled of 10000 lines of code, but don't worry, it only eats up about .32\% of a 1ghz pentuim, so i am not bogging your systems down.Well until monday (keep the posts up and thanks for all the bumps) you guys take care.. i am currently take a little mini vacation, you know get rid of this pasty white skin of mine and make it brown, I DO live in SoCal you know.LaterDante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 09:53:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 10:57:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:01:00 GMT
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let me finish a couple of things on the source and add my commenting so you guys know exacactly what i am doing with the proggy,(sometimes i use alot of weird variable names)

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:38:00 GMT
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Death (with a capital) is the character from many imaginations, but most noticeably in Terry Pratchetts Discworld series.death (no capital) is what happens in to n00bs in renegade.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:42:00 GMT
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bumping away, anyone know VB and want to go coop with this app?only serious people respond and i will need some sample prog (with source) to verify.but because of my extreme load, i will have to admit that i need some help. so any would be appreciated.available positions for helpvector mappers: I will need some people to send me about 9 - 15 diffent "drop" spots on each map, including any new ones. these drop spots will have a screen shot of the location and the x,y,z coordinates.Form Designer: This seems to be the hardest thing of all, i am looking to design the app with the look and feel of C&C renegade, so if anyone wants to tackle that task let me know. VB6.0 Ent forms only! just send me a couple of forms code free and let me take a look at em.Script Writers: These people will have full knowledge of how to use the scripts to create objects, connect to waypaths, and so forth, I REALLY need some help here, there is alot of scripting i need to add the app, but my time is becoming shorter and shorter.well, i hope at least someone replies to this message, and helps me out so i can get this app running soon!Thanks Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:45:00 GMT
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Steven Denman nice post, very informative, are we related,Grandpa = Tom Denman, Fl

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:46:00 GMT
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i did learn VB a while ago but ain't got no proof . . . if you email me what you need i can have a
crack quickly and then you can evaluate from there . . . .

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:47:00 GMT
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doubt it. my grandpa is (was) ralph denman. i'm here in the uk

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:47:00 GMT
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need your emailsend to tanderson54@hotmail.com

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:50:00 GMT
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my fam orig from uk, odd, maybe some distant cousin.. anyway, can you send me your email?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:51:00 GMT
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how eerie. already done. i had it above at the top of page 3 . . . .

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:55:00 GMT

send to :hyperd@hyperd.org.uk

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 13:58:00 GMT

ok will try that out.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 14:02:00 GMT

brain fartbump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 06 May 2002 23:20:00 GMT

Well DanteFrom what I've read I can say only this.Good Luck with the app (Sadly I've only done basic VB so I'm no help) but I am pretty good at designing prototype screens and that stuff in adobe photoshop and other programs like that. Sadly I'm not a pro at the scripting side but if you need some ideas for VISUALLy PLEASING prototype screens then don't hesitate to catch me on Sparrow1983@hotmail.com or WOL - Sparra83.Anyway good luck with the app and keep in mind if you need any screens designed.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 00:07:00 GMT

Heard ya on the bump if I see I will bump it and better.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 00:39:00 GMT

hey dante, i would be interested in the source code if you don't mind !when you come back nice and brown can you email it to denmsd@yahoo.co.uk ?Love the brotherhood.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 00:53:00 GMT
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Same here, I'd love a look at the source code, might even be able to suggest a thing or two.
Email: davemorrisdudley@hotmail.comThanks.[May 06, 2002: Message edited by: Ubertek]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 01:28:00 GMT
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Dante i created an dll that can open/edit the .mix/dat/pkg/dbs files of renegade, the dll can be used in vb/delphi and C++.The dll is developt in Delphi, i also know VB, i have written RenegadeEx (which edits and extracts mix files) in vb.If you want to have the dll just contact me.E-Mail: Scorpio9a@ra2maincenter.tmfweb.nlICQ: 98143404

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 09:03:00 GMT
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any help would be nice, i have also found out new ways to do some scripting, so i will need more help than ever.Please email me with some examples of your work and i will surely have great use for you all. ThanksDante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 10:39:00 GMT
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Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 11:33:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 15:27:00 GMT
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BUmp! A new form of scripting? Cool. Like I said I wish to help but only know so much. Let me

know if you need webpage or information found. My skill is elite in seeking for stuff. Of course I only search if and only if the person who seeks is not lazy and has tried.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 17:03:00 GMT
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Bump!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 07 May 2002 18:39:00 GMT
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bumpWell someone, anyone know how to code or form design?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 08 May 2002 14:38:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 08 May 2002 14:55:00 GMT
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"Negative" that Dante. Sorry comrade.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 08 May 2002 15:16:00 GMT
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how far are u into it

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 08 May 2002 15:29:00 GMT
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form? as in webpage form?I also have all of the exes and the scripts.dll decompiled if thats any help.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 08 May 2002 15:34:00 GMT
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really, send me a .ziptanderson54@hotmail.com

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 08 May 2002 16:38:00 GMT
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I know how to VB code, almost professionally, mate... and I'd love to send you a snippet of my work, but the fact is is that its expensive + copyrighted software.... (Thus no exe or source leaving my sight) Any other proof you could have? how about suggesting something and i could work up something in half an hour or so? (depending on what it is)

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 08 May 2002 17:11:00 GMT
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I'd be more then happy to beta. Im used to handling programs that bring me down but I get right back up again. Ive also done some ai modification myself but that was a while ago. Im quite able to figure out what the ai is doing and when and give good feed back on it.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 09:10:00 GMT
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Ubertek, send me your email address to tanderson54@hotmail.comI got a task for you to try!!and i will hopefully be releasing some sort of beta within a week or so, but it will be a VERY limited release...Keep the emails and help requests coming, i want all modders to somehow be apart of this.Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 10:04:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 10:07:00 GMT

anyone know why vb6 won't install on WinXP ?b4 anyone asks how this is relevant it is so i can start modding for dante ![May 09, 2002: Message edited by: Steven Denman]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 11:23:00 GMT

Dante, ive sent you an email ---------And Denman, I aint got a clue why you shouldnt be able to install it, the entire Visual Studio 6 package went on my WinXP fine first time. I doubt very much it could possibly not work, Microsoft were very unlikely to release an OS that couldn't run their own premier Development Suite.It must be something else on your system, i doubt WinXP is the problem.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 11:46:00 GMT

VB6? Try it in compat mode.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 13:56:00 GMT

Uber that was jut plan giberish and jargon to me but from what I understand you want some sort of converter? Maybe if you can make that a simple search I can dig up something.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 14:18:00 GMT

Ig otr infected by PE NImda A-O, so I would scan the zip after you get it. I've never known nimda to infect zip files, but scan it anyway. I would email it to you, but because of yahoo file limits, I can't. I'll email you a link to it on my site. I would release it publicly, but I'm low on my monthly bandwidth already.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 14:46:00 GMT

---

thanks, i wondered what "forget you" was...Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 09 May 2002 14:58:00 GMT
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keep bumping....... I am looking forward toscript........I would also like to play other maps in MPP against computer.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 10 May 2002 00:46:00 GMT
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has tried in compat mode, and unfortunately that didn't work. i have posted in a microsoft forum for the answer on that question, hopefully someone there will know.Any VB form designers out there?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 10 May 2002 00:56:00 GMT
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I say, that task may be a toughie   .... Shame just merging the two files together doesnt work, that would have been helpful   . It may take a bit of time to mess with, especially since i may even need some wav encoding stuff (**** headers, wav is meant to be RAW format)It might take a day or two, i cant say i've personally messed with file formats before, i generally make my own for stuff needing saving. If I knew how to use VB to convert Wav to RAW PCM format and back, we wouldnt have a problem here.[May 09, 2002: Message edited by: Ubertek]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 10 May 2002 09:07:00 GMT
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quote:Originally posted by HAVOC jr:keep bumping....... I am looking forward toscript........I would also like to play other maps in MPP against computer.   Me too!Keep it up Dante, although I cannot help you with what you ask, I still support you!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 10 May 2002 09:22:00 GMT
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singing....bump me in the morning, bump me in the evening, bump me at supper timethanks for the bumps guys, you rock

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 10 May 2002 15:53:00 GMT
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Just bumping...Don't mind me.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 10 May 2002 15:57:00 GMT
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ubertek i did find some code which merges wavs but ain't been able to look at it (was downloaded from web). send us ur email to denmsd@yahoo.co.uk and i will send it to you.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 10 May 2002 16:33:00 GMT
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um, bump ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 10 May 2002 16:38:00 GMT
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Sent you an email Steven   EDIT: Oops, forgot to actually Include my e-mail itself.   Just use the reply button   (Its 1AM in UK now, ill be sleeping but ill check back in 8-9 hours time.)[May 10, 2002: Message edited by: Ubertek]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 03:03:00 GMT
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Sweet, this is just what i needed!! This file contains the header info for a wave file!Thanks! However, i will have to look around a bit since the WAV files it generates have a "click" sound inbetween the two WAVs that were merged. As for you not being able to install VB6, i check the Microsoft KB quickly but found nothing on the subject. What exactly is the problem/error you get?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 03:16:00 GMT
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it just crashes whilst installing, might be a dodgy cd . . . . will try to get another copy (u in uk or us?)

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 04:25:00 GMT
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quote:Originally posted by Dante:thanks, i wondered what "forget you" was...DanteBlame yahoo and the stupid form.Just got my new shiny virus scanner, and yea, the rar files are clean.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 06:08:00 GMT
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its that time again . . . . bump!ubertak, hows the coding going ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 07:11:00 GMT
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I can merge the wavs together now, but they "click" as they switch between each one in the output file... kinda like a skipping record. I might try 'truncating' a few bytes off the end of each wav to see if that stops my clicking...And if the CD might be dodgy, try copying the cd to your HD first, then installing it, it been quite some strange Microsoft thing for sometime, their programs couldnt care less where they are installed from. (Probably for NET support)(P.S. I'm UK   )

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 07:15:00 GMT
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(This thread has OVER 100 Posts now!!! It Better be good, or people are sUre gonna be Mainly dissapPointed.   )

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 08:06:00 GMT
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Smart bots are all that's missing in renegade...!Once this function is completed, we're gonna have a hell of a game

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 08:42:00 GMT
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Bumper!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 08:50:00 GMT
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Dante, what i have here is partially working, but it is not a single function anymore because the header information for Wave files is slightly too complicated. I will be producing you a Module with several Functions and some TypeDefs inside, will that be ok?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 09:56:00 GMT
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Bump!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 11:49:00 GMT
View Forum Message <> Reply to Message

Bump!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 12:40:00 GMT
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email sent.oh and boink.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 13:29:00 GMT
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---

cos we need the code not a program !

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 13:57:00 GMT
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I was writing a "STFU and give me time!" message, but I just solved my problem, so I wonr (sorry)
   Anyway, i managed to remove the "click" on the end of the wav file by changing the wav header
so it plays one "sample" less than is actually inside the file! I find that there is sometimes still a
'click' inbetween the merged wavs when using low quality audio (Like merging TADA.WAV with
CHIMES.WAV) but doesnt with high quality audio like the themes wave sounds that use stereo
and high sample rates (like the 'Nature' themse in Windows etc)Anyway, thats the status update!
Gotta go now, 2DTV is about to start (Man, that is funny   ), see y'all in about 10 minutes...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 14:00:00 GMT
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**** thx for reminding me !

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 14:21:00 GMT
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Right, I only need to wait until Dante chugs along to ask if what I have will do, he doesnt seem to
be around right now.- "Sir, do we REALLY need a 'Bouncy White House'?"- "All of the Terrorist
Bombs will bounce right off it!"(LOL   )

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 14:28:00 GMT
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shall we play darts ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 14:41:00 GMT
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"General, I never thought I'd ask you to do this... But Blow up the White House!!!!" (Sorry to all
Americans who think we are plotting against them, but most UK'ians will know what this is and be

laughing along too   )oh, and BUMP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 14:44:00 GMT
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<PSSS as he blows >

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 16:02:00 GMT
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this needs bumping . . . .dante why do you actually need wavs merged ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 17:38:00 GMT
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. . . bumping in his sleep . . .

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 11 May 2002 20:36:00 GMT
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i have only been able to get this to work on skirmish but this is the script for air-droping black hand special forces troops onto the nod airstrip.just copy and past this into notepad and save it as "cnc_c130drop.txt" without the quotes. i have not tested this in multi-player but it works on all maps in skirmish mode. T(his is CHIMERA's work plz do not steal this. if you use it for something plz add my name to it and give me credit);_____;; Available Cinematic Script Commands;; time/frame Create_Object, id (slot), preset_name, x, y, z, facing, animation; id can be -1 to mean do not store this object, and do not destroy; 0 Create_Object, 0, .44 Magnum, 0, 0, 0, 180, "Human.jump";; time/frame Destroy_Object, id (slot); 0 Destroy_Object, 0;; time/frame Play_Animation, id (slot), animation_name, looping, sub_obj_name; 0 Play_Animation, 0, "Human.Jump", false;; time/frame Control_Camera, id (slot); use id -1 for disabling control;; note this will also disable star control and disbale the hud; 0 Control_Camera, 0;;_____;****************** CHEAT SHEET *****************************;Start frame create_object slot number model x,y,z,facing animation name(model*hierarchy*.anim);Start frame Play_Animation slot number anim name (model*hierarchy*.anim) looping Sub Object;Start frame Play_Audio wave filename slot number bone name;   * no slot # / bone name = 2D Audio;0= NO LOOP (kills object when finshed) 1= LOOP;*****************************Apache-305 Create_Real_Object, 8, "M11_Paratrooper_JDG", 7, "Box01"-305   Attach_Script,

---

8, "M01_Hunt_The_Player_JDG", ""-305   Attach_Script,   8, "M00_No_Falling_Damage_DME", ""-1   Attach_Script,   4, "M01_Hunt_The_Player_JDG", ""-305 Attach_To_Bone, 8, 7, "Box01"-305 Play_Animation, 8, "H_A_X5D_ParaT_1", 0-415 Attach_To_Bone, 8, -1, "Box01"; *****************************
Parachute_2-429 Create_Object, 9, "X5D_Parachute",   0, 0, 0, 0-429 Play_Animation, 9, "X5D_Parachute.X5D_ParaC_1", 4-520 Destroy_Object, 9; **************************** Box 1-405 Create_Object, 10, "X5D_Box01",   0, 0, 0, 0-405 Play_Animation, 10, "X5D_Box01.X5D_Box01", 4-520 Destroy_Object, 10;******************************
Apache-405 Create_Real_Object, 11, "M11_Paratrooper_JDG", 10, "Box01"-405   Attach_Script,   11, "M01_Hunt_The_Player_JDG", ""-405   Attach_Script,   11, "M00_No_Falling_Damage_DME", ""-1   Attach_Script,   4, "M01_Hunt_The_Player_JDG", ""-405 Attach_To_Bone, 11, 10, "Box01"-405 Play_Animation, 11, "H_A_X5D_ParaT_1", 0-515 Attach_To_Bone, 11, -1, "Box01"; *****************************
Parachute_3-529 Create_Object, 12, "X5D_Parachute",   0, 0, 0, 0-529 Play_Animation, 12, "X5D_Parachute.X5D_ParaC_1", 4-620 Destroy_Object, 12; **************************** Box 1-505 Create_Object, 13, "X5D_Box01",   0, 0, 0, 0-505 Play_Animation, 13, "X5D_Box01.X5D_Box01", 4-620 Destroy_Object, 13hope this helpsthough it only works for NOD

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 12 May 2002 00:06:00 GMT
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ubertek, you sorted that clicking problem ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 12 May 2002 00:33:00 GMT
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not yet, its doesnt like me truncating the data too much, says its corrupted if i do....Im trying numerous things right now, will report back when the situation improves.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 12 May 2002 00:38:00 GMT
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So.....you are trying to generate .wav files as in audio? Then why dont you get an audio editor like goldwave www.goldwave.com or maybe...if you had an aim or icq or something I might be able to dig up something quick like for ya.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 12 May 2002 01:40:00 GMT

bumps'r'us

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 12 May 2002 02:54:00 GMT

Dante hasnt been around, he hasnt posted on this page at all..... Maybe I will just e-mail my thing to him and see if i get a reply.....BUMP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 12 May 2002 16:32:00 GMT

Bumpity bing!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 00:17:00 GMT

Blimey, this fell a bit.... it needs a Bu-Bu-Bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 00:27:00 GMT

i don't think anyone else is interested in this anymore !!!DANTE WHERE ARE YOU ?!?!?!?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 08:57:00 GMT

GOOD MORNING TO ALL....Sorry bout the delay, after a long weekend of coding, and going to vegas..I came in this morning to check my email and saw all the replies and bumps... wow thats amazing...This is a very technical program and will require more than just 2 weeks worth of coding i am afraid.. but please be patient and you will sincerely appreciate the end result...In case you all did not notice in an earlier post, i do not have @ home isp, only @ work... Stupid SoCal ISP's, plus i am moving the end of this month, then i will be 24/7 on.Ubertek, did you email me that code? Im gonna check again, but i didn't see, can you resend?Thanks for all the posts, and i hope not to disappoint ANYONE.This program is getting my full attention now and will become my

---

primary project for the following days until completion..Thanks again for posting so much, and keep up the wonderful bumps Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 09:15:00 GMT
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Could someone please write a tutoral on how to add a script that executes at the beginning of a level and how to edit the maps to do that...Please email me any submissions.Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 10:04:00 GMT
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Oops, i checked my e-mail and found that my own message i sent to you got bounced back because i spelt your email wrong (Sorry). I'm gonna resend it now...And about the start of level script, dont you have to specify it in the Level Properties of the Commando Editor?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 10:12:00 GMT
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Yea, Ubertek is right, its in the level properties.FOund anything interestign in any of the decompiled stuff I sent you?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 11:35:00 GMT
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Dont mind me. Just listening and trying to help. Let me know if you need something found. I can find it. I have trillian so does not matter what IM you got I prolly got it.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 13:46:00 GMT
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B U M P

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 15:14:00 GMT
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time to bump again

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 15:55:00 GMT
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BONG!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 16:54:00 GMT
View Forum Message <> Reply to Message

BING!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 16:56:00 GMT
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BUMP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 13 May 2002 23:43:00 GMT
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bomp

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 May 2002 07:49:00 GMT
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bemp

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 May 2002 08:46:00 GMT
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bamp

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 May 2002 09:38:00 GMT
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bymp

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 May 2002 10:35:00 GMT
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well, just to let everyone know the original.mix files will be copied, ai added to them, renamed
C&C_filename_AI.mix and repackaged for a release. i will also add a help file of how you can
create your new maps with ai in them, i will do all of the standard, and flying maps, the rest will be
up to the users. This will not be a hard process if you understand waypaths, and the level editor.i
am working on the first map right now.wish me luckDante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 May 2002 11:01:00 GMT
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cool. can't wait.do you have nodes where we can say "duck here" or whatnot ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 May 2002 11:14:00 GMT
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From what Ive seen of ai waypaths they are just vechile,troop,flying way paths. They may be
nameable. But basically all I know is that they will act just the like they do in under (skirmish
version).

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 May 2002 11:21:00 GMT
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maybe in a later version then !!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 May 2002 15:22:00 GMT
View Forum Message <> Reply to Message

boink

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 15 May 2002 00:09:00 GMT
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I know nothing about scripting but, B U M P

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 15 May 2002 05:34:00 GMT
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quote:Originally posted by Steven Denman:maybe in a later version then !!Yes and no,you would
need something on the fly to change the scripts. Im not sure that is possible.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 15 May 2002 08:42:00 GMT
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actually it is very possible by having the contents of the file constantly changing.Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 15 May 2002 10:39:00 GMT
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---------->B U M P<-----------

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 15 May 2002 14:06:00 GMT
View Forum Message <> Reply to Message

oh no not another BUMP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 08:42:00 GMT

um, i feel a bump coming on . . . that was easy.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 09:38:00 GMT

bump and progress report, i am working on the first map, as i probably stated before. The first is alway the hardest to configure, after i finish that i will surely be on my way to finishing the rest rather quickly. (would have been nice for someone to volunteer for that, oh well...)anywho, thanks for all the bumps and thanks for all the help, special thanks goes out to, Blazer, Abjab, Ubertek, Scorpio9a, Princess Cocoa, and Steven Denman. You all have been great, and hopefully you will all love this program as much as i am starting to.Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 10:34:00 GMT

i can help with the maps, just tell me what you need done.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 10:47:00 GMT

What about me and the decompiled parts of the game =)Seriously though, good luck on finishing it. I hope I was a little help. I'll be one of the first people that downloads it.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 13:27:00 GMT

This is becoming one of the largest compilation of bumps on the board at the moment. Bump-eo

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 14:09:00 GMT

bump sounds great

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 14:29:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 15:50:00 GMT
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Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 17:32:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 16 May 2002 17:59:00 GMT
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How much percent complete?Secound Can u make it so that u can spawn as many bots as we want i want a total infantry war. HEHE 500 bots on gdi 500 bots on nod. Oh that will be fun.Third BUMP BUMP BUMP!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 06:01:00 GMT
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i will be sitting her , watinhg for the bots to be redy   Godd luck   oh... Bump (wat dos that men ?)

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 07:06:00 GMT
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quote:Originally posted by GignGrunt:How much percent complete?Secound Can u make it so that u can spawn as many bots as we want i want a total infantry war. HEHE 500 bots on gdi 500 bots on nod. Oh that will be fun.Third BUMP BUMP BUMP!lol i agree that would be cool

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 07:10:00 GMT
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wanna see my ai?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 07:11:00 GMT
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you can tell they are moving by the smoke in their tracksand you can see they are bots by the number of pplthis is buzz btw

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 07:17:00 GMT
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oh ya u can hijack the bots because i was just testing it using a txt script

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 08:26:00 GMT
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Well give me a ring on how you did this and maybe we can get you to help out on the scriptingDante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 09:10:00 GMT
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After about 20 minutes of thinking, I don't want you "Buzzer" on my team of developers.I don't want anything to do with associating myself with you after the huge amount of controversy associated with your app. Although I hold no grudges against you, I just think it would be best not to have you on board as not to smear my own name.Sorry bout that.Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 09:12:00 GMT
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quote:Originally posted by DuelQuad:you can tell they are moving by the smoke in their tracksand you can see they are bots by the number of pplthis is buzz btwHi Buzzer...I notice you removed

your name from your tank so people wont know what name you play with on WOL

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 11:17:00 GMT
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bumping alog, now that blazerotate 3.0 is complete, i will be busting A** to finish this proggy up soon and hopefully have a beta soon!!!buzz, nice attempt at faking the ai, lol.Takes a little more knowledge of photoshop (or whatever you used) to fool most of the people here into downloading your app.how about screenshots of some code snippets, maybe of what the proggy looks like, a filemon spec. (nothing) didn't thinks so.Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 14:52:00 GMT
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bumpBlazeRotate ReleaseCheck it out

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 16:04:00 GMT
View Forum Message <> Reply to Message

dante please reply to my email

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 16:15:00 GMT
View Forum Message <> Reply to Message

check your email, sent you a reply

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 16:28:00 GMT
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Looking for a DirectX Programmer, any out there? got a really kewl idea and just wondered if anyone knew how....Thanks and i will talk to everyone on Monday...Apply for the BlazeRotate Beta Test[May 17, 2002: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 16:33:00 GMT
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dante check your mail again . . . .

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 18:27:00 GMT
View Forum Message <> Reply to Message

I didn't fake it u assask those ppl that played with me they say it

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 17 May 2002 18:29:00 GMT
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Keep up the good work[May 17, 2002: Message edited by: Corblex]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 18 May 2002 01:11:00 GMT
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time for a bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 18 May 2002 08:18:00 GMT
View Forum Message <> Reply to Message

Bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 19 May 2002 13:40:00 GMT
View Forum Message <> Reply to Message

noone bumping this anymore ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 19 May 2002 13:41:00 GMT
View Forum Message <> Reply to Message

---

quote:Originally posted by Steven Denman:noone bumping this anymore ?bump

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 19 May 2002 14:15:00 GMT
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BUmp sorry was not around graudation and some such stuff.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 19 May 2002 15:41:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 19 May 2002 18:01:00 GMT
View Forum Message <> Reply to Message

BUMP!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 19 May 2002 18:03:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 20 May 2002 07:51:00 GMT
View Forum Message <> Reply to Message

Hickabump!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 20 May 2002 08:35:00 GMT
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full force this week, gonna get the maps done VERY soon, at least i hope!!! looking good guys,
and thanks for all the great bumps

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 20 May 2002 09:13:00 GMT
View Forum Message <> Reply to Message

is it done yet is it done yet is it done yet is it done yetis it done yet is it done yetis it done yet is it done yetis it done yet is it done yetis it done yet is it done yetis it done yet is it done yetis it done yet is it done yetis it done yet is it done yetis it done yet is it done yetis it done yet Bump!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 21 May 2002 00:26:00 GMT
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itisgettingdoneitisgettingdoneitisgettingdoneitisgettingdoneitisgettingdoneitisgettingdone geez, this is more than a screenshot you know, it takes a little time (j/k)Oh yeah, bumpDante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 21 May 2002 09:39:00 GMT
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oh no not another BUMPNight_Patrol

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 22 May 2002 00:13:00 GMT
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bumping along with the sound of key******s

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 22 May 2002 10:59:00 GMT
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This one has fell a bit, it needs a Bump.(Btw dante, i cant get that 16 bit converter to work any better than before   )

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 24 May 2002 00:24:00 GMT
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page 5 ...time for a bump ...and do we have a progress report please ???Night_Patrol

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 24 May 2002 09:03:00 GMT
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BUMP-DIDA-BUMP!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 24 May 2002 13:22:00 GMT
View Forum Message <> Reply to Message

Um No one cares or has dante left?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 24 May 2002 14:50:00 GMT
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Dante is still here.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 24 May 2002 18:35:00 GMT
View Forum Message <> Reply to Message

BUMP! Good. Be the coder be coated with code of easy.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 24 May 2002 18:48:00 GMT
View Forum Message <> Reply to Message

so when is it release?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 24 May 2002 19:27:00 GMT
View Forum Message <> Reply to Message

dats what im wondering.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 24 May 2002 22:34:00 GMT
View Forum Message <> Reply to Message

noone know.dante where are you ?!?!?!?!?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 25 May 2002 04:16:00 GMT
View Forum Message <> Reply to Message

time for a bumpididdy bump.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 25 May 2002 05:52:00 GMT
View Forum Message <> Reply to Message

bumpity bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 25 May 2002 07:16:00 GMT
View Forum Message <> Reply to Message

 b u m p

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 25 May 2002 10:31:00 GMT
View Forum Message <> Reply to Message

Bump!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 25 May 2002 11:06:00 GMT
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So, will there be any vehicles in these scripts? I have made vehicle bots, they don't act very good but they do shoot, they are pretty aggressive when you meet them.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 25 May 2002 11:10:00 GMT
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quote:Originally posted by 1val1d_c0d3:So, will there be any vehicles in these scripts? I have made vehicle bots, they don't act very good but they do shoot, they are pretty aggressive when

you meet them.   Yes. But getting them to drive and attack and other things is proving quite the hard part.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 26 May 2002 02:30:00 GMT
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oh another bump thing.dante any news ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 26 May 2002 03:15:00 GMT
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Man, ive been having a hell of a time trying to get those d@mn tank bots working...The best method i've found SO FAR is to attach the M00_Base_Defense script to a tank that already has a path assigned to it. Sounds strange, but the tank will attack anyone it comes across. But, however, once it has spotted and attacked someone, it wont move anymore .I "REALLY" wish greg could release the Scripts source, or at least an editor, soon. I could make a copy of that script so it takes mobile vehicles into account.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 27 May 2002 11:31:00 GMT
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Page 9 how rude ...BUMP Night_Patrol

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 28 May 2002 06:01:00 GMT
View Forum Message <> Reply to Message

Guess What...........BUMP!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 28 May 2002 06:45:00 GMT
View Forum Message <> Reply to Message

bump is it finisht yet ?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 28 May 2002 07:13:00 GMT
View Forum Message <> Reply to Message

Dante, any progress reports?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 28 May 2002 08:41:00 GMT
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Long time no see, moved this weekend, getting my cable access hooked up so i can be 24/7, then i will be on full time sorry bout all the delays, i am still looking for some people to help me out with the map part of the mod, as far as getting waypaths set and so forth Cudos to Steve for his help but i will need some screen shots of the locations that you plotted or else i am blind to where you have those xyz coords at.As far as the scripting goes, if someone is familiar with the vehicle bots, please let me know and if you want to jump on board with this project i would be more than happy to have you.Some "Help" again, is needed in some areas and i would like to put a TEAM together to help me with a few things so that i can get this project out to the public, i do apologize for the time that it has taken, but i want this to be bug free, REAL AI, and i want to be able to have everyone use it.when i first started this post, it was an idea, meaning i had no idea how to do this, now with the help of some of the forums top minds i have begun to get this program and scripting rolling. Anywayz, here are some positions that i would like to fill.Map Designer, needs to have very good knowledge of waypoints, and paths.Graphic Designer, anyone who wants to show off their skills in the AI maps, this is the place to do it.Web Designer, i would like someone to take this task, and post a website that would hold information about the progress of the AI, updates (when it releases), as well as a message board, news board, request sections, tutorals (of how to do various things), email links to various TEAM members, and all that bound up in a nice n professional web site. This would be a perfect place for a web designer to show off their skills and because of the interest expressed in these forums, i would like to keep everyone up to date on the applications and AI. (This would make a nice addition on any web designers resume)Skinner, hey why not add those custom skins to this AI, maybe even have more than one AI working against you.Well that is the starting list, as said before this is not an EASY task or WW would have included it with the game upon release.I will be much more involved in the forums now, so please feel free to keep them questions coming.As far as progress, i have over a hundred scripts written for the AI, and i just need better knowledge of the maps, and waypaths, that will come with the map designers i hope and i can get this released, as far as vehicles(to answer another question) i would like to include them, but i need the vehicle bot scripting that someone else is using for a reference.Thanks alot, and until later today.Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 28 May 2002 15:10:00 GMT
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dante i tried sending it to hotmail but its too big so if you have an alternate way for me to send them . . .i just hope i still have them . . . . you're lucky i still have themhow do you want me to send them ? (i have split them into zips of 1.36mb cos yahoo won't allow bigger files

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 29 May 2002 11:01:00 GMT
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Check your email steve.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 30 May 2002 11:37:00 GMT
View Forum Message <> Reply to Message

Kaplunn----- nope, i saved it! Bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 30 May 2002 11:40:00 GMT
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0.o

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 31 May 2002 10:34:00 GMT
View Forum Message <> Reply to Message

yet another bump !

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 02 Jun 2002 02:32:00 GMT
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Its been a while do we have some news ???Night_Patrol

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 03 Jun 2002 08:53:00 GMT
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Still waiting for help or else this program may just turn into a script generator anywho, please
keep me updated, if you ARE interested in helping, email me @ tanderson54@hotmail.com
Dante

Subject: AI for MP (UPDATED)

Posted by Anonymous on Wed, 05 Jun 2002 14:06:00 GMT
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bump again ...Dante are u still working on this ???Night_Patrol

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 06 Jun 2002 22:58:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 07 Jun 2002 11:11:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 07 Jun 2002 11:22:00 GMT
View Forum Message <> Reply to Message

BUMP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 07 Jun 2002 11:32:00 GMT
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bump, wow out of all these bumps and people viewing, and as much as i have posted my email
address, since the last post i have had 2 emails from people wanting to help   I would have
hoped that some more people would have jumped on board to help, but oh well....I will be doing
this program as fast as i can, but i am a not familiar with some of the gmax stuff so it could take
awhile.   Thanks Danteps again my email is tanderson54@hotmail.com if you would like to
helppss, thanks for the one stars guys, would really like to know why you gave them to me, not
like it really matters what my rating is, but why would you do that? [June 07, 2002, 11:36:
Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 08 Jun 2002 14:12:00 GMT
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bump!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 08 Jun 2002 21:48:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 09 Jun 2002 21:02:00 GMT
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please helpps thanks for the bumps

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 09 Jun 2002 21:40:00 GMT
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I can offer hosting/web mastering for it.talonkarrde@stealth-zone.com.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 09 Jun 2002 22:07:00 GMT
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thank you talon, just email me some info, do you know any web designers that might wanna do the web site so i can focus on the programmin?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 03:59:00 GMT
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^bump^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 05:43:00 GMT
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i dont have time to read this whole thread......did the bot script ever get finished?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 08:13:00 GMT

^bump ity bump^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 08:26:00 GMT

quote:Originally posted by Dante:thank you talon, just email me some info, do you know any web designers that might wanna do the web site so i can focus on the programmin?Hey hey I have some knowlegde html level though although I can easily get some good stuff going depending on how complicated you want the page. If you have an IM tool Im easy to find, I am quite reluctant to give out my email. I recommend trillian (www.trillian.cc) which allows access to most major IM tool networks. Its free.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 09:10:00 GMT

you can reach me onMSN: Tanderson54AIM: Dante45Andersonthanks again

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 11:42:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 14:27:00 GMT

bump to much bump ahhhhhh give us some status on it

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 15:52:00 GMT

Website in the works, will post it when complete, there you will be able to find all kinds of information on the program   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 16:54:00 GMT
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ok sounds good

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 10 Jun 2002 23:13:00 GMT
View Forum Message <> Reply to Message

Anyone else wanna help out with proggy, just need graphic geeks now

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 03:55:00 GMT
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^bumperz^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 08:04:00 GMT
View Forum Message <> Reply to Message

bump again

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 08:07:00 GMT
View Forum Message <> Reply to Message

Morning Bump [June 11, 2002, 08:07: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 10:03:00 GMT
View Forum Message <> Reply to Message

Noon Bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 11:10:00 GMT
View Forum Message <> Reply to Message

bump bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 14:27:00 GMT
View Forum Message <> Reply to Message

what ya mean by graphic geeks? i know someone who can do kool 2d banners, logo's etc if thats what ya need get hold of me on icq or aimAIM- Kasteris666ICQ- 66345481

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 14:28:00 GMT
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tanks for the help, out this afternoon, back tonight

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 16:18:00 GMT
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hump ooops i mean bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 22:38:00 GMT
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im watching these forums till 12:00a PCT if you have any questions

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 11 Jun 2002 23:46:00 GMT
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End of AI More plans in the future, but thank you! [June 12, 2002, 01:22: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 00:17:00 GMT
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i want to know was the bumping file i mean the AI script finished and if so where the bump can i

---

get it?*BUMP* ouch i hit my head....

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 00:40:00 GMT
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He dante as far as vehicle bots goes , the best way i found is to put the script M04_Hunter_JDG and M00_Base_Defense together and the tanks will attack any enemy the come accros, if your an enemy they will hunt you down any where you go, if your to close they will try to run you over. Hopes this helpes.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 03:30:00 GMT
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Don't give up Dante. Those Ai's are second rate. I thought the type of AI you ARE!!! making was like CS bots or Kingpin Bots. You know where they get imported as players, buy stuff then create their own waypoints around the map to crush kill and destroy the enemy. These bots arn't even players, they are more like siting ducks. They don't even use evasiveness. So continue your cooool project I'm sure you could come up with a cool ai.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 04:52:00 GMT
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Thanks for your support guys, i was realy feeling trashy   It's back on with a new plan, shouldn't take long to get some screen shots, if anyone wants to host and make web page, well you prolly already got my contact info

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 05:01:00 GMT
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If you wan't a web page put up you could always request space at PlanetRenegade. I am sure they will let you seing is that this is a very important mod for Renegade.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 06:01:00 GMT
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ill prolly do that then, thanks

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 08:07:00 GMT
View Forum Message <> Reply to Message

yey ut doing it agian

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 09:28:00 GMT
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ok, need someone to test out something who is REALLY familiar with Commando Editor, unfortunately i am dead in the water @ work and can't test this script out

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 11:47:00 GMT
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I'd do it, LevelEdit + Scripts is where i'm at .... Unfortuantely my 56k modem means getting these large **** mod files is a pain....

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 13:21:00 GMT
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bonk

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 15:25:00 GMT
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Hey man dont give up! You hear me? Dont give up! This type of problem requires outside thinking. Outside the box thinking. The existing scripting system is canny and very stiff on how it works. We need to rip the exe a newone and use it as means to tell the ai what to do. Im sure you can easily inject varibles and commands to the ai into the exe in mid game just like many trainers and aimbots. Of course that would drain resources to do that.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 15:58:00 GMT
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Computers dont work because the people who make them dont work - (simon)What really sucks about these sorts of things some times, is its the smallest thing will be holding somebody back. That is not always the case but it some times is. Anyway Westwood has given us such little resources to work with, yes some of you would consider them "alot" or "enough"And many of you think we should stop bothering Westwood. I am sure you will get this all going, its hard because you have to build on other peoples creations and problems, but I am sure if you do this it wont only make everybody else happy, but it will be pretty good for your self as well. I have many crazy idea's, and when I figure out scripting and modeling I will make them come true. I will so make them come true.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 22:42:00 GMT
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Thanks again for the support guys

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 23:23:00 GMT
View Forum Message <> Reply to Message

Gooooooo DANTE!!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 12 Jun 2002 23:56:00 GMT
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after uberteks last update to his post, should be on the same page as this, i have started expanding my knowledge of level editor(what a nasty, slow beast that is) and am coming along quite well, should be able to post some screenshots of CnC_City_AI this weekend YAYAYAYAYanyway, if you bump me can you bump uberteks too.thanks guys(and gals)Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 05:33:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 13:19:00 GMT
View Forum Message <> Reply to Message

sweet *bump*

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 13:26:00 GMT
View Forum Message <> Reply to Message

so cool....A breakthough for you ...Good work danteNight_Patrol

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 13:34:00 GMT
View Forum Message <> Reply to Message

I FEEL HAPPY! I FEEL HAPPY! *thwack*

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 14:47:00 GMT
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working on adding vehicles tonight, and gonna try to get snipers in also (pending some return emails...)anywayz thanks for all the help againDante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 15:30:00 GMT
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Great and bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 16:05:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 19:51:00 GMT

i need an ai script for my mod plz help

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 13 Jun 2002 23:58:00 GMT

just contact me on AIM:Dante45Andersonfor some reason my MSN and trillian took a dump so i will just be answering on AIM   Thanks   oh yeah bump

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 00:47:00 GMT

Victory is mine, rather it wasn't last night, i played for 3 hours hosting a local lan game on CnC_Under_AI ,and got my ass kicked by some severely difficult AI.I may tone them down a bit, but for a single player to go head to head with them.....good luck is all i have to say.I would like some one to host this up this weekend and tell me how it reacts with more than one player, they have all kinds of wierd scripting, and i know they work by themselves and me, just post here and ill let you know if you can host   Also a little note about the AI, They don't just rush you, they are pretty well attuned to what is going on, they rush in groups(don't know how i pulled that off), and they are some severely bad individuals(hahah).Try to post again tonight, but i will be watching this thread pretty closely.Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 02:29:00 GMT

First screen shots, this is just a basic AI engine which i will release more pics within the next few days for everyone to drool over, again this is just basic, they will group, attack, protect the base, and won't just stand around at the beginning of the level   I hope you enjoy them, and i am still looking at releasing CnC_Under_AI_EasyCnC_Under_AI_NormalCnC_Under_AI_Hardin a mod pack this weekend!!!enjoy the shots Screen Shot 1 Screen Shot 2 Special thanks to Blazer for hosting the pics till i get the site running   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 03:50:00 GMT

very nice keep up the good work

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 04:26:00 GMT

I need more challenge in mp practice so I don't have to play online all the time. The phone bill gets very high, so plz keep up the good work

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 07:05:00 GMT

OMG! OMG! Im sitting in class now shakying and not of fear. The question is what would happen if you changed the ai targeting?   Yeah! I have some very evil ideas now.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 09:34:00 GMT

Whats this doing on page two?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 10:41:00 GMT

dump, i mean....

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 11:47:00 GMT

Bumper!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 11:58:00 GMT

I think its a shame really (for me). I spend so much time with hundreds of 'test' maps and different oddly named presets to try tactics for the AI, that i have not yet made a map myself to show off what I could accomplish with this AI.I think I might make one... I would need a good map without defenses (since the AI doesnt handle them well), how about Canyon? You would all like a Canyon_AI right?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 13:08:00 GMT
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This is my public apology to you all. I have had several messages in the past 30 minutes from a few people, and it appears that I was the only one not to notice I have been really out of line with this constant upstaging all the time.It looks as if I was just looking for the spotlight so blindly I didnt really notice. My fascination with AI has caused me to push on with finding AI techniques, determined to prove a great game like renegade would truely benefit from some good AI, and I also post them here for others to see, ever since my C&C_Deathmatch mod back when the mod tools were first released.I really didnt mean to be like this to Dante, who you all have supported in this thread for quite some time, as myself have also done. I guess all I wanted was to get recognised in an online community for once.I have spoken to Dante, I am now going to try and be the behind-the-scenes-guy, spending my time working out how I can manipulate the AI, so i can relay the info to Dante so he can compile up this great mod he has been working on for so long.I didnt mean to look like a jerk around here. I hope you all forgive me since I now know that what I was doing, although unnoticecd, was wrong. I'm sorry.(I really do feel terrible. This post marks my 350th post and my initiation to "Commander". Yay....   )

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 13:14:00 GMT
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YOU ARE A GREAT HELP WITH ALL OF MY AI, and you do deserve every bit of credit i can give you Ubertek, thanks and i look forward to working "WITH" you.Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 15:16:00 GMT
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afternoon bump, well for me anywayz:)

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 16:43:00 GMT
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No problem, Ubertek. Both of you are kick arse in getting ai to kick your arse now that both of you are working together we may actually see our arse's handed to us on black/gold plates.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 17:00:00 GMT
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Yeah, its a real shame that nothing much is going anywhere until we can get AI to 'target' buildings rather than treat them as mere obstacles. We can somehwat get cehicles to work in a sort of way, but vehicles are of little use without sending them aftter the buildings to destroy.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 17:13:00 GMT
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Basically the ai is attacked attack back type system right? Then how does sp work?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 17:33:00 GMT
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Well the AI seems more of a "threat" system... you know, kill those who might kill you.. in fact you see most ai bots made so far wont do anything except patrol around until you personally go and stir trouble because they see not threat in another team of bots who cant be arsed to attack them...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 17:34:00 GMT
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So its a threat system. Intresting how would they view an unarmed player?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 17:38:00 GMT
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Target Practise

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 17:47:00 GMT
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quote:Originally posted by Ubertek:Target Practise   So player is always consider threat and Im guessing bots consider other bots as players. Hmm....could it be possible to attach just the name of bot to building and see what happens?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 17:54:00 GMT
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Bots dont have names, in fact all that makes them different from players is the innate setting.Anther problem is that attaching the majority of scripts to a building controller will instantly crash renegade (and sometimes the editor).

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 18:04:00 GMT
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quote:Originally posted by Ubertek:Bots dont have names, in fact all that makes them different from players is the innate setting.Anther problem is that attaching the majority of scripts to a building controller will instantly crash renegade (and sometimes the editor).Then how does a destory building script work?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 18:09:00 GMT
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Well as far as I can see, scripts there were DESIGNED for building controllers will work... But you try attaching ones thet wernt and youve got a problem.This sicks because it meant i couldnt attach scripts to make engineers repair buildings

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 14 Jun 2002 18:15:00 GMT
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quote:Originally posted by Ubertek:Well as far as I can see, scripts there were DESIGNED for building controllers will work... But you try attaching ones thet wernt and youve got a problem.This sicks because it meant i couldnt attach scripts to make engineers repair buildings   Target=PT not MCT.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 00:01:00 GMT
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Ubertek as long as you put an ai on it to help player.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 00:11:00 GMT
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Of course!! Heck, the reason im so enthralled with AI is that I love games where your overall objective has to completed as a team.I particulary hate a lot of this SOLO nonsense in FPS games, but when when I play missions like "The Scorpian Hunders" (M00), it always makes me think im part of something much bigger   ...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 00:13:00 GMT
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quote:Originally posted by Ubertek:Of course!! Heck, the reason im so enthralled with AI is that I love games where your overall objective has to completed as a team.I particulary hate a lot of this SOLO nonsense in FPS games, but when when I play missions like "The Scorpian Hunders" (M00), it always makes me think im part of something much bigger   ...Feels like a real war dont it?To bad we dont have sripting system so we could do some very unique combat systems. I had the idea of rankings and earning them in game. Imagine being assigned Sarge and then calling in an air strike.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 01:09:00 GMT
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wow bottom of page 3   bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 04:24:00 GMT
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POST 300, and im gonna go and get some sleep   the ai is taking on a great new look and i should be able to post the first level this weekend, i just need someone to host it first, post here if you wanna host the CnC_Under_AI mapsThanksDante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 05:28:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 06:21:00 GMT
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good i could use the script for my new level   . do u now how to screen shot

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 07:36:00 GMT
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Cnc matrix would might help ya.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 07:47:00 GMT
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quote:Originally posted by Dante:--
Hey modders, i am currently working on two proggy's now including the normal stuff i do from 8:00
am to 5:00pm so bear with me, i have all the scripting i need, but anything that you guys find
along the way just send it to me @ tanderson54@hotmail.com and i will be sure to include it with
the first package that i make along with full credit, so if you don't include a name i will put your
email address minus the @whatever.com...I would really like to see some user scripts come into
this program and to include them in the package.This is not a mod, this is an extension of the
program that will run side by side of the app.. I just needed to clarify that for all of you.I will email
the source(after i complete it) to anyone who thinks they could improve it or thinks that i inserted a
worm, trojan, virus whatnot. be aware though the programming for this program alone has totalled
of 10000 lines of code, but don't worry, it only eats up about .32\% of a 1ghz pentuim, so i am not
bogging your systems down.Well until monday (keep the posts up and thanks for all the bumps)
you guys take care.. i am currently take a little mini vacation, you know get rid of this pasty white
skin of mine and make it brown, I DO live in SoCal you know.LaterDanteI know a little vb so ill try
and optimise the code

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 08:00:00 GMT
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quote:Originally posted by Dante:POST 300, and im gonna go and get some sleep   the ai is
taking on a great new look and i should be able to post the first level this weekend, i just need
someone to host it first, post here if you wanna host the CnC_Under_AI mapsThanksDante   put
it up on www.renegade.info

Subject: AI for MP (UPDATED)

Posted by Anonymous on Sat, 15 Jun 2002 08:19:00 GMT
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I will be able to host it as well if that helps   --Shaun--

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 08:54:00 GMT
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See Dante? People come crawling out of the wood work to help to host. Since it is of great value to renegade.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 09:51:00 GMT
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will we see vehicles, enigneers and air units working properly???Also, how much control will this program give us and what is your estimate on its release date(please be in 2 hours!!! J/K)???

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 09:59:00 GMT
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Vehicles and Engineers are very likely ibn the release. But Air Units is something we have not even considered looking into yet.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:06:00 GMT
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well after some talking with some people this looks like what is going to be in "this" release of the AI map CnC_Under_AI, 3 difficulties, easy, normal, hardeasy - 6 bot spawners (smart not just hunt the player stuff); the bots have a random chance of getting either 1 of 3 special characters (rocketsoldier, mendoza, hotwire), a field medic(engineer that heals on the battle field), a special suprise(ill wait till you see this one to tell you), and you will about 6 out of 10 times get a minigunner; there will also be random powerup's around the map and created by bots.normal - same as above except with less powerups and 12 bots instead of 6hard - well i have barely had a chance to make it half way across the map by myself(i had to team up with some of my ai or else i got swarmed)a wopping 20 bots in this one and very rarely will you see any powerupswell that is the report for now, please IM me if you want to host this for download AND if you want to host a server with the AI as a rotation.The maps will be in a .pkg so both a client and host will have to download the mod to play.I will also be compressing the maps in winzip, in case you don't have it

or know where to get it....   www.winzip.com is the best and most obvious place to get an evaluation of it.aight, well on to tweak the maps for an afternoon release(PCT)DanteAIM:Dante45AndersonMSN:Tanderson54

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:09:00 GMT
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Actually may I suggest Enzip? Its winzip free clone. [June 15, 2002, 13:27: Message edited by: [HEL]Simest]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:22:00 GMT
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Well, i have actually made a unit that uses Ion's and Nuke's. But i think its a rather worthless unit since the AI can't target buildings....   It involves just giving an AI unnit a beacon and increasing the beacon 'range' so the AI doesnt try to shove it up peoples a$$es all the time!   If they get caught up in a fight of which they themselves are not being targetted, they plant the beacon. However, they seem to not realise that after using the beacon they have to get their autorifle out else they are weaponless...To sum that up: Beacons can be done, but it isnt too useful, yet...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:28:00 GMT
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quote:Originally posted by Ubertek:Well, i have actually made a unit that uses Ion's and Nuke's. But i think its a rather worthless unit since the AI can't target buildings....   It involves just giving an AI unnit a beacon and increasing the beacon 'range' so the AI doesnt try to shove it up peoples a$$es all the time!   If they get caught up in a fight of which they themselves are not being targetted, they plant the beacon. However, they seem to not realise that after using the beacon they have to get their autorifle out else they are weaponless...To sum that up: Beacons can be done, but it isnt too useful, yet...Can they target non threat items? Like a marker?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:31:00 GMT
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I know what your thinking... And believe me, ive tried.. If we could make markers for targets we could get building repairs working, beacons working, c4 rushes working, and the list goes on...But as it is now, bots attack anything that shows on the radar (bots, tanks, turrets)...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:33:00 GMT
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quote:Originally posted by Ubertek:I know what your thinking... And believe me, ive tried.. If we could make markers for targets we could get building repairs working, beacons working, c4 rushes working, and the list goes on...But as it is now, bots attack anything that shows on the radar (bots, tanks, turrets)...   So thats a no on targeting non threat things? Then how about threat things? I know they can attack them why not base deffense beaconers?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:40:00 GMT
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Would 'you' waste an Ion Strike on a Nod Turret??

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:44:00 GMT
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yahoo good job dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 13:49:00 GMT
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quote:Originally posted by Ubertek:Would 'you' waste an Ion Strike on a Nod Turret??   Most of the time they are often near a good target. Under for example......

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 15:19:00 GMT
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Been waiting for it, i bet you have... CnC_Under_AI.zip is ready for your approval, this is version 1 so no vehicles yet, but working on it   Please someone host this on a server so we can play online with a real MP (please WOL and Gamespy would be nice) you can post the server names here if you like ... thanks a bunch, i am going to start work on another prolly today or tommorrow, should be able to get this done rather quickly   .... any votes on which one is next????Dante   Thanks to [HEL]Simest for the hosted download

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 15:24:00 GMT
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yay

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 15:26:00 GMT
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My webspace is limited in size but bandwidth...   please beware that the link directly at my site
might go batty sometimes so refresh.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 15:28:00 GMT
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WOW! I can't wait to get killed by the AI!   Also, do the bots increase lag within multiplayer
games? [June 15, 2002, 15:30: Message edited by: try_lee]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 15:33:00 GMT
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haven't been able to get anyone to host it yet to try out   i can't seem to get WOL to work
because i behind NATDanteplease please please some one host this as a server   [June 15,
2002, 15:36: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 15:37:00 GMT
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at last ....Ai with attitude...Thanku DanteNight_Patrol

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 15:58:00 GMT
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I can elaborate on the 'lag' issues here.Back when the mod tools were released, i made a
deathmatch mod. Most of you probably wont remember it, its still on RenegadeMods anyway.
Basically the big highlight here was that i got the bots to work on it properly so they spawned and

such and played DM with you   ...Either way, these bots worked online, a fella called Accurain (havent seen hm around in a month or so) hosted it and played it for me. As far as I can tell, lag wise, they cause no more than a player would, which is good because then most people could take upto 30 or so bots and still play reasonably ok online....However, got yourself a LAN and were talking a whole different ball game!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 16:28:00 GMT
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Hmm, there are some stupidity problems with the bots though, aka non-disarming of C4, nukes... as well as a certain... disregard for what they repair lol. I was in the Nod base with my mammoth, and sat in front of an engie, who repaired me the whole time while I was wrecking his base and killing those pesky mendoza/raveshaw teams. It was pretty funny though   That, and infantry clump together way to much, when I first got in the map, I got a havoc (this was on hard) and shot 6 guys with one bullet. They line up in a row near their tunnel exit...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 16:38:00 GMT
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well if you are tunnel rushing, as in playing with real people, they have a tendencie to line up like that, as far as the engineer, yeah they can be pretty dumb, but what difficulty did you play?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 17:22:00 GMT
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Anyone else with a map playing problem? The normal version doesnt work, I would spawn but thats it no map really there. Havent tried the others.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 17:56:00 GMT
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server up host name: ccfan2346game name: ccfan's game

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 18:03:00 GMT
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they dont walk into buildings...they repair enemies...they dont disarm C4/nukes...they dont attack intelligenlty...not that i could do much better, but i dont really like it. thx anyway

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 18:54:00 GMT
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quote:Originally posted by stormownz:they dont walk into buildings...they repair enemies...they dont disarm C4/nukes...they dont attack intelligenlty...not that i could do much better, but i dont really like it. thx anywayHey thats big steps just to get the ai do as it does now. Don't worry its up and up from here. Now if I could play it!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 19:32:00 GMT
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well i did mention that is was Version 1!of coarse there will be bugs (the engineer thing is kinda funny) and as far as the others go i will be working on them keep your pants on their chief geeez, this is a huge step for the AI, at least they show up.and as far as intelligently, well that could be a matter of opinion, doesn't everyone else here sometimes go by there self, doesn't everyone else here sometimes rush tunnels, doesn't everyone else here sometimes stop for a second to say something to the team, or to grab a drink, or take a hit off of some smoke (however you may take that).well right now that IS what they do also, they will stand alone against some enemies, they will rushinto battle when one is happening, and they will root out tunnels, stand back and watch them enter the enemies tunnel entrance, one or two will go in while the rest sit back and cover, isn't that how navy seals do it, just wonnerin?anyway bout the bug fixes, hope you guys can bear with me like i said at the beginning of this huge post, it is the first version   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 20:45:00 GMT
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done for the night, gonna play

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 21:17:00 GMT
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quote:Originally posted by Dante:done for the night, gonna play   good morning (at least for me)the topic is so huge so i read only pages 12 13 and the rest..i'm downloading the map, hope it'll be nice for first version.good luck with the bots!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 15 Jun 2002 22:14:00 GMT
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just tested, 4 deathes, something like 100 kills (in hard)too easy to snipe, the bots that have cover spwans in cover, they don't take cover, maybe they headshot but can't defend thereself..

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 00:00:00 GMT
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are the ai going to be able to use c4 and ion and nukes?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 00:28:00 GMT
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My guess no, but for the *BUMP!*

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 04:35:00 GMT
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Bump.Simpily put, they will ALWAYS be too easy to snipe.1) No Lag. If you play these bots offline then it is all generated on your server and there will not be any lag. - Very easy sniping.   2) Westwood programmed their innate paths to run in straight lines and not jump arounf like most people would do one they realise there is a sniper somewhere.No. 2 is the bigger problem, i assume there is very little we can do about this for now. Maybe if the present greg wanted to give us modders around the time of the next patch is the ability to create our own scripts using Scripts.dll. THen alot of the problems mentioned can and will (if i have anything to do with it) be fixed.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 04:39:00 GMT
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Is under the map that has already bots in mp practise? If so take another one plz! But good job!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 05:44:00 GMT

I downloaded it last night. I'm going to play it now, but I think that the next map to make should be C&C_City I love Urban battle, and make an extreme difficulty only literally make it really really reall really really hard!!!! lol--Shaun-- [June 16, 2002, 05:45: Message edited by: Planetshaun.co.uk]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 06:00:00 GMT

BTW, forgot to say, again with hard bots:when i missed a snipe, they just freezed and stoped the run for 5 seconds, like they heard the shot and got frozen.. and another thing, i was a minigunner, killed one of them, there were like 4 next to him and no one was care!try to make bots like in Medal of Honor Allied Assault

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 08:00:00 GMT

He dante got a question, when you created the ai bots did you by any chance add the script msk_soldier to any of the soldier ??? if you did they will attack the enemy more efficient , and when your attacked they will work better in teams too . So far i manage to get the engineers to work , but i'm still trying to get it to work so that the engineers will repair the buildings to. but so far no luck with that, i did manage to get them aasignt so the will follow pecific waypoints so that when your attacked near a tiberium field they wouldn't just go through the tiberium any more but way arround it, that way your soldiers don't get killed by the tiberium field any more

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 08:04:00 GMT

i'm still kind off experimenting with this waypoint though , but looks very promesing, oh and before i forget if you did use the units called cnc at the begining and skirmish at the end you don't have to add msk_soldier any more like the units called cnc_sydney_skirmish etc. hope this helps you with the bots part.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 08:13:00 GMT

Hmm, well, in order for you to do it successfully, you wouldnt be able to put that many different types of units in cause generating all the different images will slow the game. You should put it a

---

ramdom order. Also, do you think you could change it so the AI players didn't act like idiots, and actually bought vehicals or upgraded their characters?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 08:26:00 GMT
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Dante, they were in Hard Mode, and I ended up with like a 21.5 K/D ratio by sniping+mammoth pushing   Although bugs stil do exist, I have to say this is the best effort put out so far to implement AI. The sniping is very great already, as is the Mendoza/Raveshaw teams. Maybe you could add some of every unit? Oh, and possibly vehicles too. I was amazed when that Black Hand popped me in the head when I was sniping *GASP!Keep up the good work! 5*'s

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 09:22:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 11:38:00 GMT
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I Tried It Today And I Loved It.But Its So Easy To Snipe Em

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 11:43:00 GMT
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hha finally somebody mentions the AI snipers, i wondered when anyone would   they are not the smartest snipers in the world, but it is a step   hopefully i will be able to work on tomorrow (it's fathers day for all of those who forgot, get off of your computer and spend the day with your dad) today have cookout   uhmm...oh yeah thanks for all the great mentions, all of the units ARE _Skirmish units so i don't need the mks_soldier scripts but thanks   uhmm...well off to barbeequulaterz DanteCnC_Field_AI to be released prolly tonight   Then i will start work on CnC_City_AI, hopefully with flying

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 11:48:00 GMT
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I Like Field, But I Think Walls Is A Better Map.Make A AI one For Walls PLZ

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 15:47:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 16:36:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 17:01:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 17:39:00 GMT
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watch out we are just about to drive over a *bump*

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 16 Jun 2002 23:07:00 GMT
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wow, i impressed a ww guy   i am very honored, you guys must really like me quote:they like me, they really like me .....LOLanywayz, well since everyone seems to be wanting CnC_City, that will be my next, i need the Flying levels though (hint hint WW)anywayz, will get city done, and hopefully will have another done tomorrow as well,(goes pretty fast once i got the basics down:))uhmm one not though, i wouldn't advice playing hard online, i tested with hitman and it lagged like mad, but normal worked just fine   laters yallDante

---

Subject: AI for MP (UPDATED)

Posted by Anonymous on Sun, 16 Jun 2002 23:57:00 GMT
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quote:Originally posted by Dante:wow, i impressed a ww guy   i am very honored, you guys must really like me quote:they like me, they really like me .....LOLanywayz, well since everyone seems to be wanting CnC_City, that will be my next, i need the Flying levels though (hint hint WW)anywayz, will get city done, and hopefully will have another done tomorrow as well,(goes pretty fast once i got the basics down:))uhmm one not though, i wouldn't advice playing hard online, i tested with hitman and it lagged like mad, but normal worked just fine   laters yallDantei think i can get you the flying

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 00:36:00 GMT
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Um I think we have access to the sp maps right? The second mission there is an engy that repairs the com. center, think you can find that script and use it to help you?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 00:43:00 GMT
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good job!!!!!!!!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 01:47:00 GMT
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Very nice work, Dante! I've given a run at your Under (hard)level, and found it very enjoyable. I hope you'll expand it to the other maps and include vehicles as well soon.With your permission, I'd like to add the download to my site.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 04:45:00 GMT
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bots !! uipi !!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 06:45:00 GMT

One question: how should I host a 1 player LAN game when I get an error (No LAN IP adresses specified) when going to LAN multiplay?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 07:15:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 08:05:00 GMT

I found a bug in the program. Sometimes, in AI altering mods, when you shoot more than 1 thing, your score and credits are set at zero, and no damage is dealt to the target. I'm just reporting that in the next version, when you're trying to fix the engineers, see if you can find the route of that problem. Thanks!!   -psy

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 08:39:00 GMT

anyone is free to host this mod, just be sure to keep a lookout on this thread for updates, and make sure you are hosting the NEWEST version, i will be posting the CnC_Under_AI version 1.1 with the engineer bug fix, and CnC_Field_AI, and CnC_City_AI tonight!!!!!well off to go work quote:I found a bug in the program. Sometimes, in AI altering mods, when you shoot more than 1 thing, your score and credits are set at zero, and no damage is dealt to the target. I'm just reporting that in the next version, when you're trying to fix the engineers, see if you can find the route of that problem. Thanks!!-psy haven't seen this problem, will check it out   also i have just gotten the CnC_City_Flying, and the CnC_Walls_Flying, these will be released as soon as possible (due to many, many requests   )Thanks againDanteIf you are hosting these mods, please post a link here for everyone else, and so i can kinda keep track of where the mods are

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 08:41:00 GMT

quote: One question: how should I host a 1 player LAN game when I get an error (No LAN IP adresses specified) when going to LAN multiplay? if you search the forums that very topic is mentioned, you may need to go out and get a nice $5 NIC from your local cheapy computer store

Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 08:42:00 GMT
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quote: i think i can get you the flying Sorry we got disconnected last night, had some hardware problems and just gave up with it for the night, i got it working again this morning and will be on all day, please im me when you get on psg   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 10:17:00 GMT
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oh yeah, be sure you guys keep checking my sig, i have a surprise in store for all you MP Practice people   and uh... bump

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 10:33:00 GMT
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quote:Originally posted by Dante:if you search the forums that very topic is mentioned, you may need to go out and get a nice $5 NIC from your local cheapy computer store   Dante thnx...Is there a way to get your AI to work in MP Practice?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 10:42:00 GMT
View Forum Message <> Reply to Message

Just paste this into your svrcfg_skirmish.ini file (located in your Data Dir)ModName=CnC_Under_AI.pkgMapName01=CnC_Under_AI_Easy.lsdMapName02=CnC_Under_AI_Normal.lsdMapName03=CnC_Under_AI_Normal.lsdyou can change around if you like, but in MP practice you MUST play the skirmish first   , i am trying to find a way around this

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 11:05:00 GMT
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aaah, thnx!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 11:29:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by psydude20:I found a bug in the program. Sometimes, in AI altering mods, when you shoot more than 1 thing, your score and credits are set at zero, and no damage is dealt to the target. I'm just reporting that in the next version, when you're trying to fix the engineers, see if you can find the route of that problem. Thanks!!
-psyTHis it easy! It isnt a bug! I built some maps and there was the same problem: it is if the host uses a other version of the map. if the size or the last date is changed! REDOWNLOAD THE MAP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 11:52:00 GMT
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are u going to make more maps like that

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 11:57:00 GMT
View Forum Message <> Reply to Message

two should release today

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 14:16:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 14:42:00 GMT
View Forum Message <> Reply to Message

bumper

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 16:08:00 GMT
View Forum Message <> Reply to Message

fraggin!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 16:30:00 GMT
View Forum Message <> Reply to Message

New Program, see my sig or goto Renegade Mods and browse by my name for more info

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 16:31:00 GMT
View Forum Message <> Reply to Message

Skooby Snax

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 17:09:00 GMT
View Forum Message <> Reply to Message

Cool!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 17:15:00 GMT
View Forum Message <> Reply to Message

son of a monkey, looks like renegademods.info is down until further notice (*******S)anywho, i will get the maps posted somewhere?????gettting them packaged now

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 18:25:00 GMT
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NEW MAPS RELEASED CHECK MY SIGspecial thanks to damicatz for the host

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 18:52:00 GMT
View Forum Message <> Reply to Message

Hello?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 20:49:00 GMT

bump...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 20:50:00 GMT

quote:Originally posted by Dante:Hello?Hi

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 23:10:00 GMT

you guys know that there are two new maps available?or is anyone reading this thread anymore?Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 17 Jun 2002 23:21:00 GMT

i am...great work !!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 00:48:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 03:04:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 07:27:00 GMT

I still can't get it to work in skirmish. My srvcfg_skirmish file is this:[Settings]ModName=CnC_Under_AI.pkgTimeLimitMinutes=25RadarMode=1Port=4848IsDedicated=noIsAutoRestart=noIsPassworded=noIsQuickMatch=noIsLaddered=noRemixTeams=noCanRepairBuildings=yesDriverIsAlwaysGunner=yesSpawnWeapons=yesUseLagReduction=yesMapName00=Skirmish00.mixMapName01=CnC_Under_AI_Easy.lsdMapName02=CnC_Under_AI_Medium.lsdMapName03=CnC_Under_AI_Hard.lsdIsFriendlyFirePermitted=yesIsTeamChangingAllowed=yesIsClanGame=noMaxPlayers=1BaseDestructionEndsGame=yesBeaconPlacementEndsGame=yesStartingCredits=500Any tips?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 07:35:00 GMT
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dont stop now fellas, you are doing some great work! i have been very interested in renegade modding for a while, but ive got stuck with the *&\%# vehicles. does anyone know of any well written tutorials? if ur willing to help me, ill send you some new maps with new vehicles in it.thx

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 07:59:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 08:23:00 GMT
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not sure bout the skirmish thing, any one else having problems with loading the AI maps into skirmish?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 09:24:00 GMT
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quote:Originally posted by Dante:not sure bout the skirmish thing, any one else having problems with loading the AI maps into skirmish?Thats two with this problem......me thinks something is afoot...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 09:53:00 GMT

Bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 11:57:00 GMT

When I finished the standard skirmish an the next map is loaded, it looks like there isn't a map at all, just air and nothing below me...I'll take a screenshot.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 12:21:00 GMT

Congratulations, Dante! Great work! I've added a link to your page from my web site.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 12:32:00 GMT

thanks, wow that opening pic takes along time to load, and i have a 2.5 cable   ...how's come mine is smaller than the rest of them, oh must be genetics...Dante [June 18, 2002, 00:35: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 13:32:00 GMT

uhmm... i will test it out tonight before i leave for Las Vegas, but i think that this mod may not be able to be played in skirmish, just LAN allow only one   D***IT **** **** C**KDante [June 18, 2002, 13:32: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 15:15:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 18 Jun 2002 22:25:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 00:04:00 GMT
View Forum Message <> Reply to Message

BUMP!!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 00:21:00 GMT
View Forum Message <> Reply to Message

Screenie @: http://www.inn.nl/~ngoorman/Niektemp/weird.jpg [June 18, 2002, 12:24: Message edited by: NHJ BV]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 02:57:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 03:34:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 05:49:00 GMT
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quote:Originally posted by 1val1d_c0d3:I need more challenge in mp practice so I don't have to play online all the time. The phone bill gets very high, so plz keep up the good work   thanks to

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 05:52:00 GMT
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quote:Originally posted by Dante:NEW MAPS RELEASED CHECK MY SIGspecial thanks to damicatz for the host   one thing, the single player ones with difficulty settings have bots? or what...?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 08:37:00 GMT
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all my maps have botsdante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 13:40:00 GMT
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bottom page 2 bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 19 Jun 2002 16:37:00 GMT
View Forum Message <> Reply to Message

There's No More Sigs So How Do I Get New Maps?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 20 Jun 2002 01:42:00 GMT
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All down page 2?B*U*M*P!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 20 Jun 2002 10:36:00 GMT
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Can someone please give me the link to dante's site so i can grab the new maps pleaseSaracen

Subject: AI for MP (UPDATED)

Posted by Anonymous on Thu, 20 Jun 2002 11:09:00 GMT
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Can i upload the mod to the renegade modding and mapping site

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 21 Jun 2002 00:17:00 GMT
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here is link of Dante sitehttp://catclub.dynup.net/Dante/but none of these files work for me, i got all
files with bad CRC erroris there anyother link?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 21 Jun 2002 03:08:00 GMT
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page 3   bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 21 Jun 2002 05:32:00 GMT
View Forum Message <> Reply to Message

El Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 21 Jun 2002 10:29:00 GMT
View Forum Message <> Reply to Message

les bumpe

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 21 Jun 2002 13:02:00 GMT
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i bet they lost thier mind because of the weather here in Vegas, jesus it is hot
http://catclub.dynup.net/Dante/Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 21 Jun 2002 15:52:00 GMT

i know its so hot here to in canada its the hottest day of the year so far im swetting just sitting down and doing nothing i cant move or i will dehidrate

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 21 Jun 2002 17:15:00 GMT

Bumpy^^^^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 21 Jun 2002 20:25:00 GMT

You people and your heat problems lolLive in Phoenix AZ for the summer and then tell me if yer hot.I think its time for a BUMP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 22 Jun 2002 03:03:00 GMT

BUMP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 22 Jun 2002 08:26:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 22 Jun 2002 13:59:00 GMT

Another ^BUMP^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 22 Jun 2002 16:03:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 22 Jun 2002 16:16:00 GMT
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DANTE! THis sounds really good, but, I CAN'T UNZIP IT.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 23 Jun 2002 05:35:00 GMT
View Forum Message <> Reply to Message

download winzip, might help...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 23 Jun 2002 10:27:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 23 Jun 2002 14:16:00 GMT
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2nd page bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 23 Jun 2002 15:27:00 GMT
View Forum Message <> Reply to Message

Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 23 Jun 2002 18:33:00 GMT
View Forum Message <> Reply to Message

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 24 Jun 2002 01:24:00 GMT
View Forum Message <> Reply to Message

Pmub

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 24 Jun 2002 01:26:00 GMT
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posted some changes to my website, you should come and take a looksie
Dantehttp://catclub.dynup.net/Dante/

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 24 Jun 2002 13:24:00 GMT
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i have posted this info on my website, but you can get some info here as wellpaste this into the
svrcfg_skirmish.iniModName=CnC_AI_Hard_1.pkgMapName01=c&c_under_ai_hard.lsdMapName02=c&c_city_ai_hard.lsdMapName03=c&c_field_ai_hard.lsdwill fix the skrimish problems, i
tested and it works, you need to download the CnC_AI_Hard from my website though   Dante [
June 24, 2002, 13:42: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 24 Jun 2002 16:20:00 GMT
View Forum Message <> Reply to Message

bbubumbumpbumbub

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 24 Jun 2002 17:20:00 GMT
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website is up, i will try to keep up with what is going on here, but i will be focusing on input sent
from that page   also please make sure if you mirror the AI maps to give credit where credit is due,
and to make sure you have a working version of it, i have found 4 (not going to mention who is
hosting for lack of embarassment) but they where only lik 4k each...at least try to download the
whole thing   Dante

Subject: AI for MP (UPDATED)

Posted by Anonymous on Mon, 24 Jun 2002 20:36:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 25 Jun 2002 00:00:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 25 Jun 2002 11:51:00 GMT
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Here are the instructions for loading the AI maps into Renegade as recommended by Westwood
 first unzip the *_AI.pkg into your Renegade/Data Directory and here is how you load a mod in

Multiplayer Lan.3. Host a game.4. In the multiplayer options screen, you need to make sure you
select the following things: a. 1 player (so you can test without the "Gameplay Pending"
problem)   b. Disable the "dedicated server" option   c. On the map cycle screen, select your
mod package and map5. You should now be able to play on your map!If you have any questions
just ask   Dante [June 25, 2002, 11:51: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 25 Jun 2002 21:45:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 25 Jun 2002 22:27:00 GMT
View Forum Message <> Reply to Message

The community indubitably appreciates your contribution. Thank you. Bump.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 26 Jun 2002 00:34:00 GMT
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is anyone reading this thread any more?if so CnC_Hourglass_Flying_AI_Beta should be out today

Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 26 Jun 2002 12:56:00 GMT
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<westwood instructions>As I said before, I only get to step 2   But I'm trying the skirmish now, I just downloaded RenSkirmish...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 26 Jun 2002 14:14:00 GMT
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same topic the whole time   just update the name of the topic to reflect the newest changes, but has always been about AI for MP   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 26 Jun 2002 22:12:00 GMT
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bumpersmy site is down (for some odd reason...**** hackers   ) anywayz, i may have yet another new host and it will be permanent YAYAYAYAYAYwill post it up along with the new maps when i get running   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 27 Jun 2002 00:06:00 GMT
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Bump And What About WALLS!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 27 Jun 2002 00:18:00 GMT
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well that is the first request i have had for it, i will get to work on it for my next map   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 27 Jun 2002 00:34:00 GMT

YES!!!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 27 Jun 2002 00:56:00 GMT

its good your keeping to the topic, otherwise this will be deleted i assume.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 28 Jun 2002 00:47:00 GMT

El Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 28 Jun 2002 08:28:00 GMT

site back up, will be adding mirror soon   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 28 Jun 2002 15:09:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 29 Jun 2002 18:46:00 GMT

page 3 yikes, bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 30 Jun 2002 22:54:00 GMT

Bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 01 Jul 2002 00:56:00 GMT
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El Bumpo(down page 2)P.S. I got the AI to work in MPP, it's very nice   if my FPS didn't drop to <15 on hard with all those bots

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 01 Jul 2002 08:56:00 GMT
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lol, wish they didn't do that, what is your cpu speed?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 01 Jul 2002 10:17:00 GMT
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YAY I commander now   ** sorry, i get excited about the little things..anywayz here is a little update for all the kiddies at home.I am making a new mod (don't worry it is still a fully playable AI mission, got tired of the same old levels) now here is the kewl part, this is the bumpiest, best looking terrain wise map i have seen yet (well my opinion is very biased you know) it will have a village (with AI civs) a tiberium growth area (with random mutant sightings) 4 different NEW Ai units (ill post them later) AI Vehicles (ground only   ) and some seriously kick A$$ eye candy.i will post some screen shots soon @ http://www.Dante-AI.tktill then, keep checking and bumping right alongDante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 01 Jul 2002 11:29:00 GMT
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Cool!   I just started playing Renegade again, maybe i will download some mods soon too

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 01 Jul 2002 15:55:00 GMT
View Forum Message <> Reply to Message

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 01 Jul 2002 15:59:00 GMT

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BUMP^^^ What About WALLZ

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 02 Jul 2002 11:39:00 GMT
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here's an update...#### # # #   # ##### # # # ## ## # ##### # # # # # # ## # # # # # # ##### # # # #   # ###### ### #   # #

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 02 Jul 2002 22:55:00 GMT
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bumping, waiting on WW for more info then i post new map   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 03 Jul 2002 01:15:00 GMT
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Well after i did this i just felt stupid I too was in desparate want of the interiors for the standard buildings from the SP missions, then it hit me, when i export a mod, or level the w3d's are in the map....well why wouldn't they be in the game presets then... because something prevents them from loading...they ARE in the .mix, .dat, files, i have successfully loaded (no aggrevates, pt's, doors, elevators) the weapon factory interior from the SP missions just load up XCC Mixer and start doing some findsi did this in the find box*int*.w3dand i found them, you will have to do some work to get it right, and you WILL have to take TIME to line up everything, but you can do it :0here is a screen shot of the GDI Weapon Factory with the expanded interior **note i did add the elevator, a door, and a GDI_DOOR_BLOCKER http://www.renegademods.info/users/Dante/WPN_Interiors.JPGjust copy paste into a browsers address bar if you have any questions, i will be online on July 3, from 8am-2pm PCT (GMT + 7 or then maybe later that night Enjoy my new find Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 03 Jul 2002 06:48:00 GMT
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COOLSO you can make a map without buildings but then add them inside level editor?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 03 Jul 2002 09:11:00 GMT
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lol, wish they didn't do that, what is your cpu speed?1.7 Ghz, 512 Mb RAM, 64 Mb DDR GeForce 4 Mx

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 03 Jul 2002 10:57:00 GMT
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yes sir i will be able to add buildings in level edit :0Dev cpu 2x p4 2.0 2g RDRam GeForce4 Ti4400 128mStandard cpu p4 1.8 512 RDRam GeForce 4 Ti4400 128m Dante [July 03, 2002, 10:59: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 04 Jul 2002 05:54:00 GMT
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Nice   El Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 05 Jul 2002 07:39:00 GMT
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El Bumpo*2

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 05 Jul 2002 17:08:00 GMT
View Forum Message <> Reply to Message

new map check http://www.dante-ai.tk for update   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 06 Jul 2002 00:44:00 GMT
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bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 06 Jul 2002 11:23:00 GMT
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bump this up, there is a new map available   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 06 Jul 2002 17:46:00 GMT
View Forum Message <> Reply to Message

BUMP

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 06 Jul 2002 19:48:00 GMT
View Forum Message <> Reply to Message

new *mystery map* coming soon   )))Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 07 Jul 2002 15:27:00 GMT
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bump(because of the flame war)Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 07 Jul 2002 15:47:00 GMT
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lol. Is your map any good?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 07 Jul 2002 16:19:00 GMT
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ive had one person so far (that i know of) play it, and said it was a pretty good mapalthough i think
that it needs work   Dantebtw, i am currently looking for a map desinger

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 07 Jul 2002 23:01:00 GMT

bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 00:06:00 GMT

bump for new map   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 01:55:00 GMT

If you're talking about me, Dante, yes, the maps are quite nice with the AI, though they lag a bit on multiplay. Maybe you can optimize your code?? I know it's not easy with a compiler like VB, but you never lose to ask.I especially like the Hard AI, because you do get a lot more interesting action going. I can't wait for you to expand it to the other levels available; that would turn skirmish really useful for solo training, and multiplayer would benefit for small team training, like we do in our clan coalition.You have a link in my website, so people can be directed to your homepage.Keep up the good work!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 11:18:00 GMT

thanks alot   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 14:38:00 GMT

bumpity   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 16:01:00 GMT

I Think Mountain_Day Was Cool. But Whats The Smoke on the airstripes end???

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 16:05:00 GMT
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I also noticed some smokes around.....what is it?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 16:24:00 GMT
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And Dante, On You silent strike site, who's on the development team?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 23:25:00 GMT
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I used to be in the airforce, and at the end of the day, (of heavy flying) there was this smoke that
eminated from the end of the runway, i thought that i might bring the airstrip a little reality of the
C130 doing a stop and drop and have a little steam blowing off the end   and as far as the silent
strike dev team goes, im not sure, i just know i am doing the AI, the website, and the final touches
to the maps?Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 23:32:00 GMT
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Holy bejeezus McCrunchingstiens! 20 pages? That's nuts.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 08 Jul 2002 23:35:00 GMT
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nice lively topic, gonna keep it up to date, as long as i can keep the AI for multiplayer going ;0feel
free to ask ANY questions about the AI   hopefully i can answer them..Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 06:40:00 GMT
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What about Walls...Again

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 10:42:00 GMT
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okokokok, i WILL start working on walls, although it won't be flying, but good news, due to some serious digging i have found a C&C_City_Flying map!!!!!!!! so i will be adding bots to it and getting it going soon.ps.. this seems to be the "real" C&C_City_Flying.lvl, that or someone was REALLY good at imitating WS, anywayz, does anyone know where i might find a C&C_Walls_Flying?Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 13:24:00 GMT
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ok, np   working on it tonight   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 18:19:00 GMT
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And Dante, Can You Put DeadEyes For GDI. I Would Be Fair. And Nod Should Get Rocket Offiser Dudes.And Make Mendoza/Mobius appear less often.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 18:28:00 GMT
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Dante, i'd like to say great work with the ai.but i wouldn't find if you did some the flying maps even thou the ai may get slaughtered to me it would be fun just fun to mess around with them   anyway you making any progress on getting vehicle bots to work? (just curious)

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 20:16:00 GMT
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ok, im still tweaking the AI so any input is appreciated, ill add a deadeye to the GDI, and make mobius/mendoza appear less, also i will put Nod Rocketsoldier in   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 21:55:00 GMT
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Dante, I think you just pull down one of the menu tabs in LevelEdit and it has a LEVELS option. click on that and it has a box at the bottom that says "flying vehicles allowed" or something like that. you check that box and bammo, flying stuff avail at PT's. I tried it on the *walls.lvl file and it worked except the terrian in the distance while flying was messed up. its ok when I get close. (might be my crappy NVIDIA VANTA/LT 16megs card)(I know thats pretty week--LOL)   I am a poor n00b.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 22:43:00 GMT
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i was just thinking about an earlier post about how one guy didn't want a flying ai map due to the ai would get slaughtered. and i started to wonder is it possible to make the rocket soldiers ai to shoot at air units in maps that are flying. it could make it interesting and prevent the ai from getting slaughtered from the air

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 09 Jul 2002 23:38:00 GMT
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actually, too late, they already do   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 10 Jul 2002 00:39:00 GMT
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I Din't Want It To be Flying. The Ai Would get just slautered...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 10 Jul 2002 08:33:00 GMT
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Alright GDI Has A Sniper!   And The Engies Shoot a weird beam thing that hurts you? [July 10, 2002, 08:36: Message edited by: QatreZERO]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 10 Jul 2002 10:47:00 GMT
View Forum Message <> Reply to Message

yepper, they have the engineer_ai gun   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 10 Jul 2002 14:51:00 GMT
View Forum Message <> Reply to Message

Guess It Needs A ^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 10 Jul 2002 17:18:00 GMT
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Well How About Another ^^^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 10 Jul 2002 18:05:00 GMT
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tanks for bumps, all nighter tonight, should get at least 2 of WS maps, C&C_Tiberium_Temple, and another map done   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 10 Jul 2002 22:36:00 GMT
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and another bump! this getting low on y=the topic lst

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 11 Jul 2002 05:12:00 GMT
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last of the night bump, I DID some serious work on AI last night, well it is 5:12am here and i gotta goto work in 15 minutes (haven't slept yet)website was updated and moved to Dante.Havocide.Com   YAYAYthanks to scott over at havocide for the kickin hosting   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 11 Jul 2002 07:51:00 GMT
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Dos Sniper's Revenge have Bots???

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 11 Jul 2002 13:08:00 GMT
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i am only HOSTING snipers-revenge, but as far as i know about the bots...noDante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 11 Jul 2002 16:13:00 GMT
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Ok Il DL And Try It Out

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 11 Jul 2002 21:36:00 GMT
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YAY buildings released   AI is going good too, and uhmmm....bumpDante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 12 Jul 2002 00:51:00 GMT
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How Is Walls Coming Along???

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 12 Jul 2002 09:00:00 GMT
View Forum Message <> Reply to Message

Needs Another ^^^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 12 Jul 2002 15:44:00 GMT
View Forum Message <> Reply to Message

Is Walls Done?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 12 Jul 2002 16:15:00 GMT
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? how did this topic get in this forums?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 12 Jul 2002 18:12:00 GMT
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quote:Originally posted by andrew726:? how did this topic get in this forums?By starting as project thread renamed a few times.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 13 Jul 2002 02:56:00 GMT
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El Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 13 Jul 2002 05:50:00 GMT
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Well after about 2 weeks of fine tuning, and converting all my AI bots to "temp" rather than "add"ed Presets, i have finally got a VERY nice C&C_Walls_AI.mix   QatreZERO this should make you happy!!!here are some fixes to Walls..1. Added the specified/requested units.2. I think i fixed the problem with units running through tiberium   3. Lil Smarter4. Will go inside buildings to attack you, if you are in sight distance, or shooting at something that is of their team.5. Attacks Harvester, follows to base, kicks a little A$$.Hope you enjoy, you can download it from my site below, or just paste this into your address barhttp://dante.havocide.com/downloads .htm (2 new maps available   )Enjoy, and let me know what you think   Dante [July 13, 2002, 05:51: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 13 Jul 2002 06:10:00 GMT
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Oh!!!!!Cool!!!!!!!   But can you make the maps that I can buy fly vehicle please,because I want to dly with some bot in this game.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 13 Jul 2002 06:12:00 GMT
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dly?the whole point of me making the AI bots is to learn tactics and better your skills when you are playing on a 24 person map, so flying vehicles & bots are a waste of time until i can get the vehicle bots working   Dante [July 13, 2002, 06:30: Message edited by: Dante]

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 13 Jul 2002 06:16:00 GMT
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ToT

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 13 Jul 2002 06:56:00 GMT
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Um nevermind but if I can use flying vehicles I think it will exciting but I must be wrong ,however thankyou for your answer.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 13 Jul 2002 10:45:00 GMT
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Walls Is So COOOL   Put There Needs To be MORE Ai Peoples.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 13 Jul 2002 17:59:00 GMT
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bump, ok will add more bots tonight   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 14 Jul 2002 02:11:00 GMT
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bumpity   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 14 Jul 2002 07:12:00 GMT
View Forum Message <> Reply to Message

We Need More ^^^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 14 Jul 2002 14:48:00 GMT
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Keep up the good work!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 14 Jul 2002 17:37:00 GMT
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Dante, The Poor AI Engies Walked Throug Tiberium In CnC Walls...Guess It Din't Work...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 14 Jul 2002 20:27:00 GMT
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**** AI, i don't know how to totally stop them without seeing skirmish.lvl   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 15 Jul 2002 01:16:00 GMT
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El Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 15 Jul 2002 08:02:00 GMT
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El Bumpo*2

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 15 Jul 2002 23:55:00 GMT
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El Bumpo*3(halfway down page 2)

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 16 Jul 2002 09:34:00 GMT
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Wow We Need More ^^^

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 16 Jul 2002 13:42:00 GMT
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this is getting very very long.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 16 Jul 2002 14:28:00 GMT
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hehe, all this work has paid off, i am STILL working on the AI aspects and plan to get the other
maps out soon with the updated AI..i have run into another HUGE project with about a 20 person
mod team of the best of the best   thanks for all of your support, and expect new map end of week
  Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 16 Jul 2002 14:32:00 GMT
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Yay New Stuff!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 16 Jul 2002 19:48:00 GMT
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Dante Can You Put A Spawner That Does Not Move In The Barraks Or The HON? Because The
Unit Will Defend The Beacon Pad. Make It Like A Black Hand Or A Sukara.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 16 Jul 2002 21:30:00 GMT
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how about like in Skirmish, one that runs around the perimeter of the interior?Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 17 Jul 2002 06:53:00 GMT
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Good That Would Work!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 17 Jul 2002 07:16:00 GMT
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!?!?!?!? I can't download AI map from http://catclub.dynup.net/Dante/AI/ Did anyone have same problem with me?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 17 Jul 2002 08:37:00 GMT
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The page seems to be down...

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 17 Jul 2002 08:45:00 GMT
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sorry, site was down last night due to some stupid hackers, it should be back uptoday   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 18 Jul 2002 02:13:00 GMT
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uhmmm, bumpers   I redirected the http://www.Dante-AI.tk because of site problems with my current host, sorry bout that   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 18 Jul 2002 09:32:00 GMT
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k, bump

Subject: AI for MP (UPDATED)

Posted by Anonymous on Fri, 19 Jul 2002 07:42:00 GMT
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Bump!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 19 Jul 2002 07:43:00 GMT
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half of this topic IS bumps.

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 19 Jul 2002 08:30:00 GMT
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sorry, and THANK YOU SO MUCH FOR ALL THE BUMPS, this topic is leading up to a whole
new outcome for the game, i have figured out how to get bots to do scores and such, and
hopefully i will be able to do some more with this   check out Tiberium Temple for my BEST AI
work by far, and i will be adding at least another map this weekend   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 19 Jul 2002 09:08:00 GMT
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Whoa! Cool!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 19 Jul 2002 11:51:00 GMT
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EL Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 19 Jul 2002 14:12:00 GMT
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boob... opps, i mean bump!

Subject: AI for MP (UPDATED)

Posted by Anonymous on Fri, 19 Jul 2002 18:44:00 GMT
View Forum Message <> Reply to Message

BUMP!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 20 Jul 2002 07:32:00 GMT
View Forum Message <> Reply to Message

bumb bumb dig dig bumb !?!?!?!?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 20 Jul 2002 12:36:00 GMT
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hmmmm... next maps will be the first 3 fixed   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 20 Jul 2002 13:21:00 GMT
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El Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 20 Jul 2002 19:24:00 GMT
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Second page?!? Whaddya think you are doing there, Boink! Back to the top you go!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 20 Jul 2002 20:45:00 GMT
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due to the entire length of this message, i have created a forum for it   head over to
http://www.grouphosting.net/renegade and check it out, it is the AI Development forum   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 21 Jul 2002 12:05:00 GMT
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El BumpoI like this 23page thread

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 21 Jul 2002 14:25:00 GMT
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Sorry but I dont wanna sign up for any more forums Im happy here so BUMP!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 21 Jul 2002 17:55:00 GMT
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LOLok, np, i will just have to mirror them here then   Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 22 Jul 2002 13:36:00 GMT
View Forum Message <> Reply to Message

hump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 23 Jul 2002 09:11:00 GMT
View Forum Message <> Reply to Message

EL Bumpo

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 23 Jul 2002 12:36:00 GMT
View Forum Message <> Reply to Message

bumpity

Subject: AI for MP (UPDATED)
Posted by Anonymous on Wed, 24 Jul 2002 11:35:00 GMT
View Forum Message <> Reply to Message

El Bumpo^2Page 3

Subject: AI for MP (UPDATED)
Posted by Anonymous on Thu, 25 Jul 2002 06:36:00 GMT
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EL Bumpo^3(page 2)Dante, can you tell us what you are working on at the moment?

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 26 Jul 2002 01:49:00 GMT
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here you go guys, you asked for some changes, i made them   1. 3 more bots per side (i only recommend this map for 6 or less players)2. Added the run around bot in the barracks/HoN3. Made them ALOT smarter   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 26 Jul 2002 01:54:00 GMT
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would you like to know EVERYTHING i am working on?here is a short listAI Maps (as always for the dedicated fans)Custom AI Maps (for fellow modders C&C_Tiberium_Temple)Secret Mod (Have most of the best of best on team)Work   you can check out my site for some interesting details on what i am currently working on, i usually post news about once or twice a day   Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 26 Jul 2002 05:52:00 GMT
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alot of replies

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 26 Jul 2002 08:08:00 GMT
View Forum Message <> Reply to Message

indeed

Subject: AI for MP (UPDATED)
Posted by Anonymous on Fri, 26 Jul 2002 13:37:00 GMT
View Forum Message <> Reply to Message

hrmmm???Dante

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 27 Jul 2002 04:45:00 GMT
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as promised...I finally got around to making a .mix of City, it seems to be the fav of my maps so far
  Added "Smart" AI, couple of suprises, and they pretty much stay out of tiberium (unless having
war across it   )http://dante.havocide.com/Downloads/C&C_City_AI.zipEnjoy

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 27 Jul 2002 11:01:00 GMT
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sweet!

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 27 Jul 2002 11:35:00 GMT
View Forum Message <> Reply to Message

El BumpoCC_City_AI.zip 0:05:40 (At 5.2k/sec)

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sat, 27 Jul 2002 19:23:00 GMT
View Forum Message <> Reply to Message

argghh bump

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 28 Jul 2002 02:37:00 GMT
View Forum Message <> Reply to Message

bumpity

Subject: AI for MP (UPDATED)
Posted by Anonymous on Sun, 28 Jul 2002 14:43:00 GMT
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uhmm, maybe a bump...yeah..BUMP

Subject: AI for MP (UPDATED)

I am bump bump bumping, bump bump

bumping, bump bump bumping,

Subject: AI for MP (UPDATED)
Posted by Anonymous on Mon, 29 Jul 2002 13:06:00 GMT
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what do you mean dead??i am releasing 2 more AI for MP maps this weekand released 2 last week..so how does that make it dead??Dante

---

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 30 Jul 2002 00:54:00 GMT
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hmmmmm, i think this topic is dead now

Subject: AI for MP (UPDATED)
Posted by Anonymous on Tue, 14 Jan 2003 22:44:00 GMT
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yep, just making sure that it is understood by ack, that i made me, not him...

Subject: AI for MP (UPDATED)
Posted by Dante on Sat, 05 Apr 2003 19:51:29 GMT
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ahh, how nice... my first thread made it here

Subject: AI for MP (UPDATED)
Posted by forsaken on Sat, 05 Apr 2003 20:17:05 GMT
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yeah a lot of memories are coming back.

Subject: AI for MP (UPDATED)
Posted by Dante on Thu, 06 May 2004 18:04:39 GMT
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.

Subject: AI for MP (UPDATED)
Posted by Aimbots on Thu, 06 May 2004 19:44:49 GMT
View Forum Message <> Reply to Message

Subject: AI for MP (UPDATED)
Posted by TnTANDY on Thu, 06 May 2004 20:01:48 GMT
View Forum Message <> Reply to Message

erm? okay???

Subject: AI for MP (UPDATED)
Posted by Jaspah on Fri, 07 May 2004 00:22:13 GMT
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Bad Dante! No reviving dead topics!

Subject: AI for MP (UPDATED)
Posted by drunkill on Fri, 07 May 2004 06:52:12 GMT
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wow, it was one year, one month and one day thats dante made this thread come back... look at the older post at top of the page, and then at his "." post...

freaky, i wonder if it was on purpose.

Subject: AI for MP (UPDATED)
Posted by sniper12345 on Sat, 08 May 2004 05:34:19 GMT
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bump!