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Subject: AI Into Tanks  
Posted by [Burn](#) on Mon, 27 Dec 2004 02:52:02 GMT  
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First off, I hope everyone had a good holiday. I was traveling for Christmas to see some family so I was away from Renegade for a while.

I'm back now- still addicted on Renegade.

Anyway, here's my question. I was wondering if there happens to be a way that you can get your friendly AI bots to make a tank for themselves or jump into the tank that you're driving in multiplayer. I'm not so positive that this is possible as it is not in single player- but hey, I was just asking.

Thanks, and once again, happy holidays. Happy New Year!

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Subject: AI Into Tanks  
Posted by [WNxCABAL](#) on Mon, 27 Dec 2004 02:58:53 GMT  
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I am 99.9% sure that AI bots cannot enter vehicles and drive them.

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Subject: AI Into Tanks  
Posted by [icedog90](#) on Mon, 27 Dec 2004 03:05:36 GMT  
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They can drive them, but not enter them.

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Subject: AI Into Tanks  
Posted by [Naamloos](#) on Mon, 27 Dec 2004 11:39:19 GMT  
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Instead of making a new topic, ill ask this here since it's about the same.

How can i make AI vehicles act like AI infantry? Right now all they do is sit on their \*\*\* all day until they are destroyed, only rotating the turret and not even shooting.

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Subject: AI Into Tanks  
Posted by [Sn1per XL](#) on Mon, 27 Dec 2004 15:27:22 GMT  
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You can make vehicles shoot at you by adding scripts, that's the only way I know of making them attack.

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Subject: AI Into Tanks

Posted by [Burn](#) on Mon, 27 Dec 2004 15:45:53 GMT

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Be sure "UseInnateBehavior" is checked on the Vehicles' settings screen by clicking on it in the presets and clicking "Mod." Then, make his site range and listener scale bigger so he is able to spot his enemies on radar. I don't usually need any scripts to make my guys attack.

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