
Subject: AI question.

Posted by [Naamloos](#) on Mon, 14 Mar 2005 15:07:29 GMT

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If a player shoots at an AI "bot"(or vehicle) all other AI bot's in a range of about 300 start comming to the spot where the shots where fired. (i think most people know what i mean)

Is there any way to fix this? I only wan't them to "help" others when they are close enough. (and not 300 meters away like sead above)

Edit: Oh shit wrong section *points at refresh*, someone please move this.

Subject: AI question.

Posted by [z310](#) on Mon, 14 Mar 2005 15:31:16 GMT

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It doesn't show that you edited it. :sigh:

Subject: AI question.

Posted by [Naamloos](#) on Mon, 14 Mar 2005 17:27:26 GMT

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Ofcourse it doesn't show if you edit your post if you edit it that same minute.

Subject: AI question.

Posted by [Deactivated](#) on Mon, 14 Mar 2005 18:24:36 GMT

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I think you need to create temp presets with altered sight (or something like that) settings for bots.

Subject: AI question.

Posted by [Dave Mason](#) on Mon, 14 Mar 2005 18:33:09 GMT

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defeating AI on this game is ridiculously simple... always has been...

Subject: AI question.

Posted by [Naamloos](#) on Mon, 14 Mar 2005 19:12:32 GMT

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Quote:defeating AI on this game is ridiculously simple... always has been...

Not this time

I am testing things with AI for 2 things, for my dawn "mod"(map pack with dawn gameplay) and some co-op stuff(SP missions, lag free), but i'm not sure if i'll finish that co-op.

And about the sight range(infantry preset)... I'll try that, it might work.

Edit: Nope i don't think that's it, just look.

That's how it already was. I played around with the range of rocket AI(none moving ones) not long ago. It only changed the range of the weapon(or the range before the infantry AI character fired the weapon).

I have no idea what they mean with listener scale.

Any beter suggestions?

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Posted by [Buavey](#) on Mon, 14 Mar 2005 19:32:02 GMT

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ListenerScale might be the AI's response time to sound! Meaning the higher it is the more likely they are to investiigate things in game! Kinda like CS with you hiding and you can hear people move closer to you! Maybe thats what it is!

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Posted by [Oblivion165](#) on Mon, 14 Mar 2005 19:41:11 GMT

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Yeah increase it to make them respond to sounds, like gunshots.

Also the sights should be at least 300, not 50.

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Posted by [Naamloos](#) on Mon, 14 Mar 2005 21:24:44 GMT

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Ok i'll lower the listener scale to see how it works.

The sight range works fine though, bot's rape me with their 1337 aim. And i don't want the ramjet

AI to kill everything from 300 meters, lol.

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Posted by [Naamloos](#) on Mon, 14 Mar 2005 22:26:19 GMT

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Yup that did it.

I still need to change a few things before the AI works as i want them to.

So a small question now. Should i finish this co-op stuff? Or should i trow it away and keep working on my other "project"?

I know there are server sided co-op maps, but i can do much more than just place a few bots for a lagfest.

Example of what i would be adding is a type of tech level for most SP missions. So in the end i will be adding some fun stuff But that's just an idea. So, stop it or...? :lookround:

Subject: AI question.

Posted by [tooncy](#) on Mon, 14 Mar 2005 22:37:53 GMT

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Keep going. It might benefit us.
