
Subject: How about AI Tanks, I know true AI not possible
Posted by [Anonymous](#) on Sat, 26 Oct 2002 20:22:00 GMT
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allright I know True AI tanks not possible, but how about tank as Base Defense, with the BASE DEF script? and how can I make a tank attack when its attacked if its following waypath. I want to make a AI Tank battle. I was thinking some tanks as base defense and some just following 2 way waypaths hoping they would shoot when attacked.any1 know of scripts I could use.

Subject: How about AI Tanks, I know true AI not possible
Posted by [Anonymous](#) on Sun, 27 Oct 2002 06:46:00 GMT
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Dante knows -- ask him.... <http://dante.havocide.com/>

Subject: How about AI Tanks, I know true AI not possible
Posted by [Anonymous](#) on Sun, 27 Oct 2002 14:59:00 GMT
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Hoping he would answer this thread, I e-mailed him and he hasnt answered yet.

Subject: How about AI Tanks, I know true AI not possible
Posted by [Anonymous](#) on Sun, 27 Oct 2002 19:28:00 GMT
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Ok,to make tanks follow a path,don't use M00_Base_Defense (this is so you know,as if you use it it will keep them from moving). Use PDS_Test_Follow_Waypath. Make a vehicle waypath and get the IDs of the first triangle, last one, and the whole path (the whole path ID should be the first triangle ID - 1). Enter those numbers into the script paramaters and you have tanks that will shoot! The downside is they have to be shot at (by anything) before they will shoot.

Subject: How about AI Tanks, I know true AI not possible
Posted by [Anonymous](#) on Sun, 27 Oct 2002 23:12:00 GMT
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yeah, what ^^ said

Subject: How about AI Tanks, I know true AI not possible
Posted by [Anonymous](#) on Mon, 28 Oct 2002 12:03:00 GMT
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Exactly what I was trying to do, Thank You!!!(already gave U 5 stars before)and Dante, How was Vegas?
