Subject: =bots=
Posted by RMWHunter on Sun, 22 May 2005 17:39:40 GMT
View Forum Message <> Reply to Message

i want to know how can you add bots to a mission maps, and also is thier a script to make them respawn plz tell me. ty

Subject: =bots=
Posted by __PISTOL_ on Sun, 22 May 2005 18:28:03 GMT
View Forum Message <> Reply to Message

You have to do this in level and no there is no script to make the bots respawn you just have to make spawners for them.

Subject: =bots=
Posted by reborn on Sun, 22 May 2005 18:41:18 GMT
View Forum Message <> Reply to Message

to make them respawn is quite easy, if you hit mod on the spawned object that you want to make respawn in level edit, then go to the settings tab and there is a field that says spawn max, -1 means it will re-spawn an infinate amount of times, 3 would mean it only re-spawns three times... etc

Subject: Vehicle Bots
Posted by nopol10 on Tue, 24 May 2005 09:53:21 GMT
View Forum Message <> Reply to Message

How do you make vehicle bots (since there's no innate behaviour thing)?
What scripts are needed?

Subject: =bots=
Posted by Oblivion165 on Tue, 24 May 2005 12:53:44 GMT
View Forum Message <> Reply to Message

Use Neo_vehicle_Ai

Make sure to generate sectors to make it preform better. Alos put on the Disable transition script, that way you cant get in them.

Subject: Script Missing or something
Posted by nopol10 on Fri, 27 May 2005 07:49:07 GMT
View Forum Message <> Reply to Message

I can't seem to find the script anywhere... Which script Script.dll or Script2.dll or something is needed?

Subject: =bots=
Posted by danpaul88 on Sat, 28 May 2005 09:23:13 GMT
View Forum Message <> Reply to Message

well for a start you need a newer version of scripts than the orignal westwood ones, look in the scripts 2.1.2 topic in this forum, download those scripts and extract them into your renegade folder and also into a folder called scripts in your mod folder

---

Subject: =bots=
Posted by JeepRubi on Tue, 31 May 2005 12:32:19 GMT
View Forum Message <> Reply to Message

i put the bots down but when i test the map the bots arent there.

Subject: =bots=
Posted by Oblivion165 on Tue, 31 May 2005 14:04:06 GMT
View Forum Message <> Reply to Message

Just follow this tutorial, cant go wrong if you do what it says:

http://renhelp.co.uk/?tut=40

Subject: =bots=
Posted by Cyber030 on Tue, 31 May 2005 15:55:06 GMT
View Forum Message <> Reply to Message

Yes that tells you how to make the bots appear, but if they are on a balcony or a cliff or something, they can't look down at you to shoot you. Also, how would you maker them more leathal, and better shots?

Subject: =bots=
Posted by Oblivion165 on Tue, 31 May 2005 16:15:15 GMT
View Forum Message <> Reply to Message

Easy, easy. Oh and for balcony shots put them right on the edge, or they will just shoot the railings etc.

First to make a bot that will woop your monkey ass, do the following things:

(All in Soldiers Settings Tab)

1. Sight Range = 400
This will let the bot see you from FAR FAR away

2. WeaponError = 0
Basically makes the bot never miss. Obviously if your running it will miss a shot or two.

3. WeaponRounds = -1
Unlimited Ammo for the Bot

4. Sight Arc = 360
Im pretty sure this is its point of view, put it to 360. Eyes in the back of his head man!

5. Listener Scale = 10
Bot will hear your footsteps!

6. TurnRate = 300
Spinning around at you like a ferris wheel.

7. InnateAgressiveness 10
Violence.

8. InnateTakeCoverProbability = 0
No sissyness, wont croutch etc.

9. Weapon TurnRate = 300
Got to get the weapon around as fast as he is turning.

Ok thats it, one of the toughest bots you will ever face! (If you give him a decent weapon)

Subject: =bots=
Posted by Cyber030 on Tue, 31 May 2005 18:55:12 GMT
View Forum Message <> Reply to Message

Who said a decent weapon was necessary? Lol, jk. I will try this. I am remodding my own version of C&C_Walls, But with Teleporters, Stealth Suits, not Zones, Teleporters, and New Characters (Well, there not so new that poeple have never seen them, they are just unusual). Best part is, GDI has a HUGE advantage. It's kinda like how C&C_Overlord was set only to GDI's advantage. There is no way possible for a any Non-flying vehicle to leave or enter the GDI Base. You need 2 Security Cards to enter the base on foot (and a good weapon against the bots. Or, you need to be hella sneaky to get into a hidden teleporter on the map (Gaurded by tons of sharpshooting AI

Bastard's.

Subject: =bots=
Posted by Cyber030 on Tue, 31 May 2005 18:58:12 GMT
View Forum Message <> Reply to Message

Wait, what if we want our bots to not move, just stand and shoot? Do I use the InnateisStationary option?

Subject: Re: =bots=
Posted by nopol10 on Sat, 17 Dec 2005 06:07:57 GMT
View Forum Message <> Reply to Message

Yeah. But you have to put them directly on the ground or they will float in the air...

Subject: Re: =bots=
Posted by bisen11 on Sat, 17 Dec 2005 18:13:50 GMT
View Forum Message <> Reply to Message

Cyber030 wrote on Tue, 31 May 2005 11:55Yes that tells you how to make the bots appear, but if they are on a balcony or a cliff or something, they can't look down at you to shoot you. Also, how would you maker them more leathal, and better shots?

Lethal hummers. They even follow you down tunnels .

They kinda act like people cuz they shoot at you and try to run you over lol.

Subject: Re: =bots=
Posted by nopol10 on Sun, 18 Dec 2005 00:38:18 GMT
View Forum Message <> Reply to Message

how do you make bots not run into walls?

Subject: Re: =bots=
Posted by JeepRubi on Sun, 18 Dec 2005 14:15:23 GMT
View Forum Message <> Reply to Message

Generate Sectors so theyknow were the walls are.

Subject: Re: =bots=
Posted by nopol10 on Tue, 20 Dec 2005 01:42:51 GMT
View Forum Message <> Reply to Message

thanks. now it works

Subject: Re: =bots=
Posted by nopol10 on Thu, 22 Dec 2005 02:06:08 GMT
View Forum Message <> Reply to Message

how did you make the hummers do that?

mine just sit around shooting and will never move their butt. only my team's bot will follow me...

Subject: Re: =bots=
Posted by JeepRubi on Thu, 22 Dec 2005 02:08:45 GMT
View Forum Message <> Reply to Message

Apply the script hunt player? (Just guessin)

Subject: Re: =bots=
Posted by Aprime on Thu, 22 Dec 2005 03:41:47 GMT
View Forum Message <> Reply to Message

Although I have limited experience in that area, I think that's it.

Subject: Re: =bots=
Posted by nopol10 on Thu, 22 Dec 2005 03:47:43 GMT
View Forum Message <> Reply to Message

It doesn't work...Weird weird weird..

Now my own bots follow me and the enemy's tail behind doing nothing

Subject: Re: =bots=
Posted by bisen11 on Fri, 23 Dec 2005 03:10:33 GMT
View Forum Message <> Reply to Message

Well that script also actually makes them attack both teams. But its good in that map I made because it is a co op. All bots are on the Mutant Team. At the very end there is a GDI and Nod pedastal so either one can plant the beacon. No need for those crazy high tech, everyone is on GDI mods.

Subject: Re: =bots=
Posted by nopol10 on Sun, 25 Dec 2005 00:42:22 GMT
View Forum Message <> Reply to Message

Is the JFW_Engineer_Repair and JFW_Engineer_Target for engineer bots? I'm applied them but they don't repair any target.

Anyway. Merry Christmas!

Subject: Re: =bots=
Posted by Oblivion165 on Sun, 25 Dec 2005 02:49:32 GMT
View Forum Message <> Reply to Message

They are poor scripts. Enemies repair enemies etc.

At one time i had an Advance Bot Tutorial, depicting EVERY kind of bot you can use and every style.

Vehicles that follow waypaths and shoot along the way, when they reach the end they continue on freelance. All sort's of craziness.

I had it all setup in one big battle scene. Bot would just storm out onto the battle feild in every kind of way. Took me days to make.

Anyway, i wouldnt bother with those scripts, they never preform how you need them.