Subject: bots repair buildings
Posted by sycar on Sun, 18 Jun 2006 00:14:36 GMT
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If there currently a script in the custom scripts package that i could use to get spawned engineers to repair the buildings of the relevant teams buildings.

Any ideas?
thanks buffymaniack

Subject: Re: bots repair buildings
Posted by JeepRubi on Sun, 18 Jun 2006 00:49:00 GMT
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I asked around when i wanted to do it but aparently you cant do it.

Subject: Re: bots repair buildings
Posted by IronWarrior on Sun, 18 Jun 2006 01:07:43 GMT
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I think you can, I know you can get bots to hunt the player and repair you, am sure its the same thing with buildings...

In one of my maps, I had the GDI Eggies, run towards a Nod sam site and start fixing it, if they can do that, they can repair a building, but I forgot what script did this. lol :/

Subject: Re: bots repair buildings
Posted by Whitedragon on Sun, 18 Jun 2006 01:36:06 GMT
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The bots would try to repair the building controller instead of the actual building, since the only part of a building scripts can "see" is its controller.

Subject: Re: bots repair buildings
Posted by danpaul88 on Sun, 18 Jun 2006 07:24:44 GMT
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well the solution to that is to place the controller behind the MCT, then they will repair the MCT... or go the other side of the wall and repair behind the MCT most likely knowing renegade's AI...

Subject: Re: bots repair buildings
Posted by sycar on Sun, 18 Jun 2006 09:40:42 GMT
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well ok, what script would i use to get the bot to repair the building controller?

thanks for your replies
buffymaniack

Subject: Re: bots repair buildings
Posted by Stallion on Sun, 18 Jun 2006 13:48:37 GMT
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Why not just use an auto repair for your buildings?

Subject: Re: bots repair buildings
Posted by Shadow2256 on Sun, 18 Jun 2006 17:43:53 GMT
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Because that's too easy, and it's not as fun. I would much rather see AI units healing buildings than an auto-repair.

Subject: Re: bots repair buildings
Posted by sycar on Sun, 18 Jun 2006 22:23:40 GMT
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agreed ^^^, so any ideas you modding guru's?

Subject: Re: bots repair buildings
Posted by bisen11 on Mon, 19 Jun 2006 14:22:10 GMT
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Well, If IWarriors remember the script he used for the Sam site. You could make a tiny box and attach the script to that then put it in the MCT. That might work.

Although since bots are dumb maybe you'd want to put the box right in front of the mct and make it so bullets n whatnot go through it.

Subject: Re: bots repair buildings
Posted by LR01 on Mon, 19 Jun 2006 14:28:33 GMT

If...

Subject: Re: bots repair buildings
Posted by dudley on Mon, 19 Jun 2006 23:50:03 GMT

sam sites and turrets are 'vehicles' in the preset tree so its easier to get the bots looking for them but it should be possible to create a zone which the bot 'attacks' with his repair gun (not sure though as I never tried that)

Subject: Re: bots repair buildings
Posted by LR01 on Tue, 20 Jun 2006 16:46:40 GMT

Maybay:
RMV_Building_Engineer_Controller
Dont know how its work but it could be

Subject: Re: bots repair buildings
Posted by sycar on Tue, 20 Jun 2006 19:52:29 GMT

looked at that script, but didn't have a clue about half the parameters required. Like start_25 and number_25 etc. I mean wtf? I was thinking, is there a script to get a bot to attack an object, because what i could do is, on building damage the bot is coded to "attack" the mct of that relevant building.

Any ideas if there is this sorta script?

Cheers for all your help!
buffymaniack

Subject: Re: bots repair buildings
Posted by nopol10 on Wed, 21 Jun 2006 09:01:54 GMT

I do remember using a JFW_Engineer_Repair and JFW_Engineer_Target.

From the scripts.dll readme fileJFW_Engineer_Target (clone of M03_Engineer_Target)

JFW_Engineer_Repair (clone of M03_Engineer_Repair)
 Repair_Priority (priority for repairing)

To prevent the problem where when you get out of a vehicle, it is no longer being repaired by the bots, use NH_SetTeam_OnLeave, it should work.
Also, in addition, JFW_Engineer_Target has been modified to check the Shield Strength (i.e. armour) of the object in addition to the health.
The repair object can be any vehicle or infantry that has a repair gun weapon and wheels/legs/tracks/whatever so it can move.
Also, there is a limit to how far away the repair script will detect a damaged target (since I can't find the sound presets it's using, I can't identify how far that is)

It didn't seem to work when I tried though.

Subject: Re: bots repair buildings
Posted by sycar on Thu, 22 Jun 2006 10:04:13 GMT
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tried it, and as you said it didn't work. He just seems to walk about ignoring the building being damaged and only shot when an enemy unit was near, and the thing he shot at was the enemy. Gawd damn bots!

~Cheers 4 ya help.

Subject: Re: bots repair buildings
Posted by JeepRubi on Thu, 22 Jun 2006 12:32:01 GMT
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Make a daves arrow and see if you can some how connect the arrow to the buildings health, then attach the scrip to it.

Subject: Re: bots repair buildings
Posted by jonwil on Thu, 22 Jun 2006 12:38:39 GMT
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For scripts.dll 2.9 (whenever that is), I can look into adding a script that would handle this. Basicly, you would place a daves arrow or similar at a location that intersects with the building you want to repair (e.g. put it inside/next to the MCT) and the bot would attack that daves arrow whilst still checking the buildings health.
Assuming the arrow was in the right place, the beam would hit the desired target area.

Subject: Re: bots repair buildings
Posted by sycar on Thu, 22 Jun 2006 17:04:52 GMT
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cheers jonwill. that sounds exactly what i was looking for, any ideas at all when that might be avaliable?

thanks buffymaniack