Subject: Think I could make a computer controled bot?
Posted by GrayWolf on Wed, 28 Jun 2006 01:19:14 GMT
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I was working on a map and I thought it would be pretty neat if you bought a certian character that it would be a bot and you would watch the bot take over for you the player untill the bot died. Think this would be possible?

Subject: Re: Think I could make a computer controled bot?
Posted by JeepRubi on Wed, 28 Jun 2006 02:32:40 GMT
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No

Subject: Re: Think I could make a computer controled bot?
Posted by Kamuix on Wed, 28 Jun 2006 03:30:44 GMT
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I see many things like that which would be possible. But I do not think that is possible

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Subject: Re: Think I could make a computer controled bot?
Posted by IronWarrior on Thu, 29 Jun 2006 01:47:08 GMT
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Kamuix wrote on Tue, 27 June 2006 22:30I see many things like that which would be possible. But I do not think that is possible

Yes, but not with this Renegade engine. lol

Subject: Re: Think I could make a computer controled bot?
Posted by dudley on Thu, 29 Jun 2006 02:07:49 GMT
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possible with certain vehicles (guess iwar knows my harvester) but not with characters

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Subject: Re: Think I could make a computer controled bot?
Posted by IronWarrior on Thu, 29 Jun 2006 02:40:36 GMT
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Dudley wrote on Wed, 28 June 2006 21:07possible with certain vehicles (guess iwar knows my harvester) but not with characters

O.O What about your hav. :P`?

Subject: Re: Think I could make a computer controled bot?
Posted by JeepRubi on Thu, 29 Jun 2006 02:54:44 GMT
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I know that if you apply a base defence script to a vehicle it will gun for you.

Subject: Re: Think I could make a computer controled bot?
Posted by Kamuix on Thu, 29 Jun 2006 02:56:14 GMT
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For me

Subject: Re: Think I could make a computer controled bot?
Posted by IronWarrior on Thu, 29 Jun 2006 02:58:01 GMT
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Jeep Rubi wrote on Wed, 28 June 2006 21:54I know that if you apply a base defence script to a vehicle it will gun for you.

Wonders if you put M08_mobile_vechile on a cnc_player tank and have it move soon as the player jumps in? O.O

Subject: Re: Think I could make a computer controled bot?
Posted by GrayWolf on Thu, 29 Jun 2006 03:42:27 GMT
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Jeep Rubi wrote on Wed, 28 June 2006 21:54I know that if you apply a base defence script to a vehicle it will gun for you.

Are you sure? I thought hey that sounds like a good idea I'll make a tank and put a little guy on top with a gun and let him shoot it will look cool... so I tested it... I applied the script to the apc and it didnt do anything. Well it kinda moved around for like 2-4 seconds then stopped.

Subject: Re: Think I could make a computer controled bot?
Posted by dudley on Thu, 29 Jun 2006 13:23:43 GMT

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sure it will behave like a turret, but i doubt it will look around and search for enemies

Subject: Re: Think I could make a computer controled bot?
Posted by Jerad2142 on Wed, 05 Jul 2006 23:29:51 GMT

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Use the JFW_Hunt_Blow_Up script, put in a fake explosion in for the explosion parameter, and that should do the trick, of course if you are against it, it would come after you and if no one was in it you could jump in it and turn it against the other player. If it didn't run you over. It could also work with infantry, but they wouldn't duck, jump, and walk or run. But if you put the UseInnateBehavior on the original spawining charter he will walk around and stuff but you will have absoultly no control over him.