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Subject: AI Bots Server Side

Posted by [Babekida](#) on Sun, 10 Sep 2006 09:20:14 GMT

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hello.

i im try make some bots in my Server.

more els i add Bots i can only see the bots on my .pkg File.

how can i make it Server Side ?

Thanks.

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Subject: Re: AI Bots Server Side

Posted by [IronWarrior](#) on Sun, 10 Sep 2006 10:12:14 GMT

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Babekida wrote on Sun, 10 September 2006 04:20hello.

i im try make some bots in my Server.

more els i add Bots i can only see the bots on my .pkg File.

how can i make it Server Side ?

Thanks.

Make it a .mix map, I would explain how thats done, but am too tired and lazy to type it all out.

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Subject: Re: AI Bots Server Side

Posted by [Babekida](#) on Sun, 10 Sep 2006 10:21:44 GMT

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i dont know how i can make it a .mix can someone explain how i can make that

Thanks

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Subject: Re: AI Bots Server Side

Posted by [sycar](#) on Sun, 10 Sep 2006 12:14:47 GMT

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in level edit, instead of clicking 'export' just click File->Save, this will produce a .ddb, a .lsd and a .idd. If you are merely modding a map serverside these are the only files you will require to upload the serverside changes.

However if you are creating a whole new map you need the .mix file for the map. Im not 100% sure on how to achieve this but a feasible solution would be to choose 'export as a pkg' and then use xcc mixer to extract the .mix.

Hope this helps.

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Subject: Re: AI Bots Server Side

Posted by [Babekida](#) on Sun, 10 Sep 2006 12:18:48 GMT

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i got only a .lsd and .idd no .ddb

els i put the .idd in me Data The Server Crasht.

i need i Temp The bots & Spawners.

im now Add it.

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Subject: Re: AI Bots Server Side

Posted by [Zion](#) on Sun, 10 Sep 2006 13:49:56 GMT

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<mod folder>\Presets\objects.ddb

Put the <mapname>.idd and objects.ddb (or objects.aow if you have ssaow) into the data folder and run the map normally.

To create a .mix map, File>Export as .pkg and save as "C&C\_<mapname>.mix" including the quote marks or download JWs fixed LE.

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Subject: Re: AI Bots Server Side

Posted by [LR01](#) on Sun, 10 Sep 2006 15:56:54 GMT

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if you make serversided things, you michg want to read this:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=46>  
and mabay this:

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=77>

remind: only things from the objects branch , placing a objects.ddb without SSAOW will causes version mismatches

bots you can temp under spawners

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Subject: Re: AI Bots Server Side  
Posted by [Babekida](#) on Sun, 10 Sep 2006 16:52:11 GMT  
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hmm.

i have put the .idd file & objects.ddb (ReName it objects.aow) in my data.

i run my Server he say Map Loaded Suc6 and then he quit in 3 sec.

what do i wrong.

ps: i use SSAOW 1.5

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Subject: Re: AI Bots Server Side  
Posted by [LR01](#) on Sun, 10 Sep 2006 18:24:32 GMT  
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Uhm....

SSAOW 1.5 DOES NOT support bots (I tryed it to)

SSAOW 1.6 does, but when that will be released...

until then; Temp

---

---

Subject: Re: AI Bots Server Side  
Posted by [Babekida](#) on Sun, 10 Sep 2006 18:37:16 GMT  
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Oke

I got Some Bots Now Work on me Server.

more how can i make it a Co-Op Server. Whit out SSAOW.

---

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Subject: Re: AI Bots Server Side  
Posted by [LR01](#) on Mon, 11 Sep 2006 06:39:06 GMT  
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just temp as many as you want, do you know how to get a working Commanche in you map serversided?

---

Subject: Re: AI Bots Server Side  
Posted by [Babekida](#) on Mon, 11 Sep 2006 09:57:34 GMT  
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how can i make that all pll join GDI ?

and no GamePlay Pending.

---

Subject: Re: AI Bots Server Side  
Posted by [Zion](#) on Mon, 11 Sep 2006 10:12:19 GMT  
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Use a mix of SSAOWs force team and the Gameplay Pending patch (forgot where i got it from, try the search button in these forums). That's what i done.

---

Subject: Re: AI Bots Server Side  
Posted by [Babekida](#) on Mon, 11 Sep 2006 10:58:34 GMT  
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Els i use ssaow1.4.1 or SSaow1.5 he crash me server after he load the map

i use now a clean fds.

u can use sssaow 1.5 ? work with AI Bots ?

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Subject: Re: AI Bots Server Side  
Posted by [reborn](#) on Mon, 11 Sep 2006 12:22:27 GMT  
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No you cant. SSAOW 1.6 will include adding support for bots.

But SSAOW 1.5 only causes the server to crash when the bot kills an actual player, not when i loads.. you must be doing something wrong.

---

I also had this problem some time ago, after speaking with White Dragon from www.black-cell.net he explained how to add bot support. If you are that desperate then I will compile a stock SSAOW 1.5 with bot support added for you.

But please do not spam me again on msn with questions about level edit, I can give you the scripts, but I do not really have time to explain to you how to add bots with level edit server side, and remix the maps...

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Subject: Re: AI Bots Server Side  
Posted by [LR01](#) on Mon, 11 Sep 2006 15:40:37 GMT  
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When will SSAOW 1.6 be released?

(and the gameplay is pending thingy, I once uploaded it at the forums)

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Subject: Re: AI Bots Server Side  
Posted by [Babekida](#) on Mon, 11 Sep 2006 17:17:52 GMT  
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how can i make that all PII Join GDI now ?

i got the Gameplay Pending Patch.

and i cant use the ForceTeam out SSAOW 1.5

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Subject: Re: AI Bots Server Side  
Posted by [LR01](#) on Mon, 11 Sep 2006 18:03:24 GMT  
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wait until 1.6 like I do?

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Subject: Re: AI Bots Server Side  
Posted by [Zion](#) on Mon, 11 Sep 2006 18:10:01 GMT  
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SSAOW; ForceTeam=

```
;  
; Forces all players in the server to change to the specified team when they join.  
; Intended for CO-OP servers where all players are on one team and the other team is entirely bots.
```

; -1 = Disabled  
; 0 = Nod  
; 1 = GDI  
; 2 = Neutral

ForceTeam=-1

Edit this section of SSAOW.ini to force to the respective team.

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Subject: Re: AI Bots Server Side  
Posted by [Babekida](#) on Mon, 11 Sep 2006 18:22:13 GMT  
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hmm yea i know more i cant use SSAOW 1.41 or 1.5  
els u use them me Server Crash.

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Subject: Re: AI Bots Server Side  
Posted by [Zion](#) on Mon, 11 Sep 2006 19:51:36 GMT  
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Either:

1. Get the SSAOW1.5 that works with bots from Reborn or someone, or
  2. Wait for SSAOW1.6.
- 

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Subject: Re: AI Bots Server Side  
Posted by [LR01](#) on Tue, 12 Sep 2006 15:35:46 GMT  
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If wait for 1.6, you can make you co-op better and longer, if you use the full level and fill it with loads of bots, you may want to use not-respawners. I hate respawners cuz once you shoot them they respawn and shoot in you back.

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Subject: Re: AI Bots Server Side  
Posted by [reborn](#) on Tue, 12 Sep 2006 16:09:21 GMT  
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You can add a delay to how long it takes them to respawn, and also a varaince within that delay.

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Subject: Re: AI Bots Server Side  
Posted by [Babekida](#) on Tue, 12 Sep 2006 16:11:36 GMT

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Reborn can u send u Scripts for SSAOW 1.5 ?

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