
Subject: mod maybe

Posted by [zertos123](#) on Mon, 25 Sep 2006 15:35:47 GMT

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is there a mod or another way to make the ai on the pratice missions harder and have them use air and land units?

Subject: Re: mod maybe

Posted by [LR01](#) on Mon, 25 Sep 2006 15:51:41 GMT

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No, you need to make that yourself

and as far I know it isn't possible to let AI attack buildings, so a real challenge you wont have

Subject: Re: mod maybe

Posted by [zertos123](#) on Mon, 25 Sep 2006 17:34:29 GMT

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ok thx

Subject: Re: mod maybe

Posted by [R315r4z0r](#) on Tue, 26 Sep 2006 01:12:20 GMT

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LR01 wrote on Mon, 25 September 2006 11:51No, you need to make that yourself
and as far I know it isn't possible to let AI attack buildings, so a real challenge you wont have

What if you told it to attack a specific object ID, the ID being that of a building?

Subject: Re: mod maybe

Posted by [Cat998](#) on Tue, 26 Sep 2006 01:27:07 GMT

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Buildings don't really have an ID, just the building controllers.

Subject: Re: mod maybe

Posted by [Ivan275](#) on Tue, 26 Sep 2006 04:48:30 GMT

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can't you can make a bot, then make them invisible, give them 500 health and 500 armor, attach a

script(you will have to make it) to the bot that will damage the building next to the bot exact amount that the bot was damaged and then heal the bot back to full health, then have the tanks attack the bot id... make a few bots all around the building... maybe?

Subject: Re: mod maybe
Posted by [reborn](#) on Tue, 26 Sep 2006 06:37:45 GMT
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You guys are talking about a client side mod to play offline... Pretty much anything is possible in that case

Subject: Re: mod maybe
Posted by [LR01](#) on Wed, 27 Sep 2006 14:28:36 GMT
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yes, I thought about something like this to, that a bot attacks a daves arrow, when the building is down the arrow get destroyed, but you need a script for this

Subject: Re: mod maybe
Posted by [Theboom69](#) on Thu, 28 Sep 2006 05:41:47 GMT
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Heh i made on the multi pr i made a map and named it the map name than played it with like 200 bot's took me a well.

Had tank bot's on each side and had like 190 unit bot's that attacked anything, now that is fucking hard.

i was on it for 3 hour's.

Subject: Re: mod maybe
Posted by [LR01](#) on Thu, 28 Sep 2006 17:42:35 GMT
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yes, that is fun, but what was your fps?

Subject: Re: mod maybe
Posted by [danpaul88](#) on Thu, 28 Sep 2006 21:56:11 GMT
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trouble with ren bots is once they start attacking a target they ignore everything else until their target is dead, so once a rifle soldier starts shooting a building he's going to keep shooting it and doing no real damage whatsoever instead of shooting enemy players / bots which he COULD kill...

just watch the way they all run at the harvester and try to kill it, usually standing in the tiberium field while they do so and ultimately being squished by the harvester, dying in the tiberium or following it into line of fire of the local AGT / Obelisk....

Subject: Re: mod maybe
Posted by [LR01](#) on Fri, 29 Sep 2006 14:11:27 GMT
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I know the tiberium thingy, that is why I solved it when I hosted once, that was a real improvement, and if the harvy is unteamed they fight way better.

What you said about the buildings is a big point
