Subject: AI scripts (really really good news)
Posted by Anonymous on Wed, 22 Jan 2003 04:48:00 GMT
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I am going to work on a new series of AI scripts post 1.0Here are a bunch of script commands pertaining to Innate AI objects:Enable_Innate_ConversationsScale_AI_Awareness (dont know what it does yet)Set_Loiters_AllowedUnlock_Soldier_FacingLock_Soldier_FacingInnate_Force_State_Bullet_HeardInnate_Force_State_Footsteps_HeardInnate_Force_State_Gunshot_HeardInnate_Force_State_Enemy_SeenSet_Innate_Is_StationarySet_Innate_Take_Cover_ProbilitySet_Innate_Soldier_AggressivenessSet_Innate_Soldier_Home_LocationInnate_DisableInnate_EnableGive_PowerupEnable_Enemy_SeenSet_Armour_TypeSet_ArmourGet_Max_ArmourGet_ArmourSet_HealthGet_Max_HealthGet_HealthSelect_WeaponTrigger_WeaponIs_Object_A_Player (potentially usefull if you wanted a bot that would only go after players not enemy bots)Action_AttackAction_GotoThere are of course lots of others as well but these are the commands that look like they would be usefull for bots & AI (there are a couple that we dont know anything about that also appear to relate to Innate stuff as well)What I need from you people is for you guys to look at the list and figure out some scripts that I can make.

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Posted by Anonymous on Wed, 22 Jan 2003 05:26:00 GMT
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nice work Jon..!