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Subject: bots

Posted by [\\_SSnipe\\_](#) on Sun, 10 Jun 2007 00:47:34 GMT

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how do i set up bots that stand still and sniper and ones that chase after u where ever u go i tried renehelp.net but there bot stuff said i had to make a temp every time i do that my server crashes any help? i think i have to learn waypoints or something

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Subject: Re: bots

Posted by [BlueThen](#) on Sun, 10 Jun 2007 01:04:25 GMT

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joe937465 wrote on Sat, 09 June 2007 19:47how do i set up bots that stand still and sniper  
Check InnatelsStationary

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Subject: Re: bots

Posted by [\\_SSnipe\\_](#) on Sun, 10 Jun 2007 02:12:14 GMT

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cool thats one part down

now also can any present be a bot that kills the enemy (vechs and chars) are just the ones in the spawner

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Subject: Re: bots

Posted by [crazfulla](#) on Sun, 10 Jun 2007 03:17:25 GMT

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Did it ever occur to you hat you can post all your questions in just one thread?

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Subject: Re: bots

Posted by [\\_SSnipe\\_](#) on Sun, 10 Jun 2007 03:23:29 GMT

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dude im srry but i have tryed and i still got some post people never finished answered my older ones people notice the new ones more

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Subject: Re: bots

Posted by [BlueThen](#) on Sun, 10 Jun 2007 03:25:18 GMT

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You just gotta be patient.

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Subject: Re: bots

Posted by [Dave Anderson](#) on Sun, 10 Jun 2007 03:35:03 GMT

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Honestly, how do you expect to have your questions answered when you won't quit asking so many new ones? Each time you ask a new question, that adds to the list of unanswered questions you expect people to help you with. You create so many topics that they can't keep up. I don't see why people are still helping you.

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Subject: Re: bots

Posted by [Ryu](#) on Sun, 10 Jun 2007 03:51:37 GMT

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Dave Anderson wrote on Sat, 09 June 2007 22:35: Honestly, how do you expect to have your questions answered when you won't quit asking so many new ones? Each time you ask a new question, that adds to the list of unanswered questions you expect people to help you with. You create so many topics that they can't keep up. I don't see why people are still helping you.

He has a point.

On the other hand, I have Dan to bug the crap out of to tell me the function of a certain script and how it works.

Really, You should stop asking so many questions and just test stuff out for yourself, And if you tried 1,000,000 times and nothing, Then ask for help!

Stop asking what every button and tab in level edit does, It's a good start.

Oh, And look for Reborns tutorials in This thread, I learned some stuff I had no idea was there in level edit.

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Subject: Re: bots

Posted by [\\_SSnipe\\_](#) on Sun, 10 Jun 2007 05:18:16 GMT

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well i already pretty much know how to work leveedit its setting up waypaths and bots and buildings it whats i need the most and still learning i really don't mean to make u guys now im only a kid and just been messing with this stuff for hours and could not get to work its not like i ask u before i try it my self

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Subject: Re: bots  
Posted by [crazfulla](#) on Sun, 10 Jun 2007 08:32:22 GMT  
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follow these rules and you should be sweet:

1. Read the [www.renhelp.net](http://www.renhelp.net) tutorials before posting.
  2. Always post in the same topic ALL your questions.
  3. Wait til one is answered before u post another.
- 

Subject: Re: bots  
Posted by [\\_SSnipe\\_](#) on Sun, 10 Jun 2007 08:52:47 GMT  
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ok well trust me i spent hours messing with waypaths and bots and still cant get them to work i can get the tank one to work thanks to renhelp but thtas it i need to know how to mkae stand still bots and ones that run and chase after u without or with pathways

PS if i make a present or temp it still crashes during server map load /;

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Subject: Re: bots  
Posted by [Slave](#) on Sun, 10 Jun 2007 09:28:54 GMT  
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You don't need waypaths to have bots to move around on the map. If you generate pathfinding, the map will be split up in many little zones, and when it's done, bots will automatically know how to get where.

Only the harv will need waypaths; It can't find the tiberium field by itself.

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Subject: Re: bots  
Posted by [\\_SSnipe\\_](#) on Sun, 10 Jun 2007 09:33:14 GMT  
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well like i said before idk how to do it

see i want sniper bots that stand still with good aim "and bots that rush as soon as they see or hear u :DD so any help? idk how to do it lol

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Subject: Re: bots  
Posted by [\\_SSnipe\\_](#) on Mon, 11 Jun 2007 00:40:26 GMT

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so anyone going to teach me or help me makes bots that stand and chase after u kind alike the storm co op

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Subject: Re: bots  
Posted by [AoBfrost](#) on Mon, 11 Jun 2007 00:43:04 GMT  
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Just steal scripts from the coop 2.25 mod lol. Then bots will chase after you...thats all i can say...or copy them and redo them yourself.

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Subject: Re: bots  
Posted by [\\_SSnipe\\_](#) on Mon, 11 Jun 2007 01:11:31 GMT  
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well i dont wanna steal or take anyone else stuff i want to make it my self fair i know most of the people who read this know but they wont help

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Subject: Re: bots  
Posted by [\\_SSnipe\\_](#) on Mon, 11 Jun 2007 02:58:28 GMT  
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on a map when u add a temp after that do i have to do like what u do on any other map with the lsd and ddl or what ever that last one file was or is there another file i have to do with like that temp.ddb?

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Subject: Re: bots  
Posted by [Jerad2142](#) on Mon, 11 Jun 2007 05:13:26 GMT  
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Okay I got board of reading this half way though, to do the vehicles you can attach a base defense script to make it attack, and you could use the "jfw\_hunt\_blow\_up" script to make it chase the player (put a fake explosion preset in the explosion it the parameter spot).

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Subject: Re: bots  
Posted by [\\_SSnipe\\_](#) on Mon, 11 Jun 2007 07:54:10 GMT  
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ty so freaking much one last thing how do i make way paths for any vechs i need to learn someday right

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