Subject: bots part 2
Posted by _SSnipe_ on Tue, 12 Jun 2007 17:36:11 GMT
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1)which script was it agian to make a bot hunt someone down or do i even need it?

2)what makes bots (chars and bots) just stay in one place?

3)how do i set a bot up on a way path i look at the tut on renehlp for vechs but what aobut infintry i never got it to work ether ways

4) can adding scripts to the wrong thing cause ur serv to ccrash

Subject: Re: bots part 2
Posted by IronWarrior on Tue, 12 Jun 2007 18:56:55 GMT
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joe937465 wrote on Tue, 12 June 2007 12:361)which script was it agian to make a bot hunt someone down or do i even need it?

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1) M03_goto_Star (this make the bot or tank hunt the player

2) click innate in the mode for the bots (i think)

3) Dont know.

4) I dont think so, but make sure all the values in the script have been added.

Subject: Re: bots part 2
Posted by _SSnipe_ on Tue, 12 Jun 2007 23:26:22 GMT
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ty
1)also what my idea ia to make bots stay in base and walk around and kill emeneys when see

them is there a way to make them not leave the base

2)also i got 4 different answers for a script to make a bot chase someone witch ones the best?

3)how can i make it where u get a keycard and like a red wall or door goes away kinda like storm coop with the red walls i dont want to use dorrs if i dont have 2?

Subject: Re: bots part 2
Posted by _SSnipe_ on Wed, 13 Jun 2007 01:32:45 GMT
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4) umm when i add a script to a spawner bot or vehc do i add the script to the bot on map or the spawner present or the present of whats spawning

---

Subject: Re: bots part 2
Posted by Brandon on Wed, 13 Jun 2007 06:07:27 GMT
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There are many scripts that can be used to have a Bot hunt down players, any of them should do.

When making a Bot, if you don't want it to move period you'd check the InnateIsStationary box or, if you want it to remain in one specific area you could try playing with CoverType/CoverSpots but I'm not sure if that works server side. Mainly AI Bots stay in one place until they hear/see an enemy unit approaching and then they move out after it unless they lose sight of it. If you want your AI Bots to remain in base then there's not much you can do about it, once they're on the move there's no controlling them. But if they lose sight of something they stay put for the most part. If you use a spawner then when they die they'll be back at base.

Setting up AI Bots on waypath is easy, use JFW_Follow_Waypoint (might not be waypoint, maybe waypath, bah...) anyways, you make a waypath and then you use the script on your AI Bot and plug in the parameters and values, etc. However, waypath I hear goes onto a .lsd file, not .ldd, so it might crash the server.

Adding scripts to the wrong thing MIGHT crash your server, depends though on what you're doing and with what, lol. Usually though, nothing will happen. Your server might be crashing if you're not using a bot fixed server side mod or if you did something wrong when making your AI Bots (I'll be posting a tutorial on RenHelp.net on how to properly configure AI Bots server side soon).

As far as the keycard thing goes, I'm not entirely sure. But to get rid of things like those red fences you add in Level Edit and you can add an object(s) to be destroyed to delete the fences. Use a JFW_ (I think it's death_destroy or something), attach script to object that needs to be blown up to delete the fence(s), etc.

As far as the last thing, you decide what you want to add the script to. If you add to the

bot/spawner on preset list it'll apply to all that you make, otherwise if you use one a current bot/spawner in your map it'll only apply to it.

I'll get a tutorial up soon, I hope I could help for now.

Subject: Re: bots part 2
Posted by _SSnipe_ on Wed, 13 Jun 2007 06:32:36 GMT
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wow ur awesome but going back tot he script think ig to lost so add the hunt script to the bot on map or the present because if it dies

also im not 100% sure how to make a way otah i made a infantry only one did settings added human genretor thing then did that sector thing but id i it worked

and how about keycards to doors? like where i have to go find it right then when i get it it starst to spawn near the start so u dont have to find it twice then it opens soem doors

---

Subject: Re: bots part 2
Posted by Brandon on Wed, 13 Jun 2007 06:55:48 GMT
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If you want the bot to forever hunt then put it on the bot on preset list so it applies to all.

As for the keycards, you can't spawn keycards ever, it'll instantly crash your server. But you can have ppl buy from a switch or whatever. But right now I'm not sure (off the top of my head) if there's a script to destroy an object(s) when you enter a zone with a keycard. C++ could do it though, but you need someone with an adequate knowledge of C++.

Talk to zunnie for some more help, he may know a way.

Subject: Re: bots part 2
Posted by _SSnipe_ on Wed, 13 Jun 2007 07:23:07 GMT
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yikes c++ + me = not good
on gamer zone M03.mix once u get keycars someone where far it starts to spawn at start

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Subject: Re: bots part 2
Posted by _SSnipe_ on Wed, 13 Jun 2007 09:11:10 GMT

so tell me if thse 2 are right

chars hunt and chase : scripts u listed

chars stand in one place: ussinhatebehavior

are they conrrect?

now whats answer for these ones

make vechs stay in one place?

and make vechs chase and attack enemys when seen?

see i got to laern how to make both chars and vechs both stand still and attack

---

Subject: Re: bots part 2
Posted by Brandon on Wed, 13 Jun 2007 14:51:04 GMT

If you want characters to stand in one place and never move check the InnateIsStationary box when setting up the AI Bot.

If you want them to move then leave them be.

For hunting, use scripts.

I don't know if there is a script to make Vehicle Bots stay in one place out yet. But I heard awhile back on RenHelp.net there would be one that allowed you to tell the bot to return to it's original position.

Now to make Vehicle AI Bots you can either use the current tutorial on RenHelp.net (which kinda sucks) or use Neo_Vehicle_AI (nice script with a few easter eggs I learned).

If you need more help get TeamSpeak and join my TS server (link can be found at www.worldwidehelp.co.nr on the homepage, just click the TS icon).

Subject: Re: bots part 2
Posted by _SSnipe_ on Wed, 13 Jun 2007 17:11:28 GMT

ya i saw that sript on the site the Neo_Vehicle_AI but why on the site it sasy

CPU_Neo_Vehicle_AI ?

Subject: Re: bots part 2
Posted by _SSnipe_ on Wed, 13 Jun 2007 22:25:19 GMT
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and how can i make checkpoints? so like if u pass a spot and die u spawn not at the start but the check point

Subject: Re: bots part 2
Posted by Brandon on Wed, 13 Jun 2007 23:42:10 GMT
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First, CPU_Neo_Vehicle_AI hasn't been added (for some odd reason). So use Neo_Vehicle_AI.

Second, I don't think you can actually move the spawners (I've been told you can't move those) but you can create teleporter zones and as you pass through checkpoints (script zones) you could have a script delete a laser fence surrounding the teleport zone so people can enter and go to the last checkpoint.

Subject: Re: bots part 2
Posted by _SSnipe_ on Wed, 13 Jun 2007 23:44:38 GMT
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well ya i still dont know how to make them tho ;P

Subject: Re: bots part 2
Posted by Brandon on Wed, 13 Jun 2007 23:47:36 GMT
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Get TeamSpeak and hop on my server and I'll help you.

Subject: Re: bots part 2
Posted by _SSnipe_ on Thu, 14 Jun 2007 02:07:44 GMT
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umm ok whats ur ts?

Subject: Re: bots part 2
Posted by Brandon on Thu, 14 Jun 2007 03:42:41 GMT
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wwh.dyndns.org:8768

Subject: Re: bots part 2
Posted by _SSnipe_ on Thu, 14 Jun 2007 17:40:59 GMT
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srry i was on ur ts last nigth then somethings on my pc shorted now my sound card is fryed thats why i left

Subject: Re: bots part 2
Posted by Brandon on Thu, 14 Jun 2007 18:06:50 GMT
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Ah, okay. Well, you can bring this to my forum if you want, I usually respond to posts there quicker than anywhere else. (www.worldwidehelp.co.nr)