
Subject: how do i make bots
Posted by [NFHAVOC](#) on Thu, 14 Jun 2007 01:14:20 GMT
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i trying to make bots that protect the flag how can i do that

when i load the level the bots just stand around doing nothing and dont shoot the enemy then the server crashes

any ideas

Subject: Re: how do i make bots
Posted by [BlueThen](#) on Thu, 14 Jun 2007 01:15:42 GMT
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InnatelsStationary

Subject: Re: how do i make bots
Posted by [jamiejrg](#) on Thu, 14 Jun 2007 01:20:35 GMT
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There are a few bot tutorials on renhelp, and some of them are even videos! Check em out.

Subject: Re: how do i make bots
Posted by [NFHAVOC](#) on Thu, 14 Jun 2007 02:01:55 GMT
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i done the tutorial it says i need ssaow for ai bots but i got ssctf so do how do i do it with ssctf if can i somehow get ssaow then turn that into ctf to do that

Subject: Re: how do i make bots
Posted by [jamiejrg](#) on Thu, 14 Jun 2007 02:06:33 GMT
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Not sure really.. not a master at bots.

Jamie

Subject: Re: how do i make bots
Posted by [NFHAVOC](#) on Thu, 14 Jun 2007 14:18:45 GMT

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ok now how can i get them to shoot the enemy

Subject: Re: how do i make bots
Posted by [Sn1per74*](#) on Thu, 14 Jun 2007 14:22:43 GMT

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Add the script M05_nod_gun_emplacement I believe.

Subject: Re: how do i make bots
Posted by [reborn](#) on Thu, 14 Jun 2007 14:28:02 GMT

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I can't say for sure, but I would assume the same crash bug for bots that is in SSAOW is also in SSCTF source too. You would need to address this before spawning bots on the map as if they kill someone it would crash.

If I have some time tonight I will make a small mod for SSCTF that will address the issue. Then you can follow the same tutorial on renhelp for SSAOW 1.51 but adapt it to SSCTF.

Subject: Re: how do i make bots
Posted by [NFHAVOC](#) on Thu, 14 Jun 2007 14:36:50 GMT

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ok thank you where could i download that mod after you made it

Subject: Re: how do i make bots
Posted by [reborn](#) on Thu, 14 Jun 2007 14:38:40 GMT

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I'll post a link, but it will be on <http://www.game-maps.net>

If I get time tonight (which I think I will, it isn't a huge thing) then it will most likely be ready in about 10 hours time after I have finished and got home from work.

Subject: Re: how do i make bots
Posted by [reborn](#) on Thu, 14 Jun 2007 23:47:45 GMT

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Nope, I don't think it's the same problem. Request access to the server owners forum and get the beta ssgm, this includes an updated ssctf which has a bot fix anyway...

Subject: Re: how do i make bots
Posted by [NFHAVOC](#) on Fri, 15 Jun 2007 11:00:05 GMT
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ok how do i do that

Subject: Re: how do i make bots
Posted by [reborn](#) on Fri, 15 Jun 2007 11:19:35 GMT
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NFHAVOC wrote on Fri, 15 June 2007 07:00ok how do i do that

Click below

<http://www.renegadeforums.com/index.php?t=ppost&rid=8&toi=3350>

Ask him for access

Subject: Re: how do i make bots
Posted by [NFHAVOC](#) on Fri, 15 Jun 2007 11:46:06 GMT
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ok i asked

so where is the server owners forum

if he grants me access

Subject: Re: how do i make bots
Posted by [HORQWER](#) on Fri, 15 Jun 2007 13:21:13 GMT
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u could use
Neo_vehicle_ai+m03_goto_star or u could use just'
m08_mobile_vehicle

i use them all the time

Subject: Re: how do i make bots
Posted by [reborn](#) on Fri, 15 Jun 2007 15:49:23 GMT

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ferkhat wrote on Fri, 15 June 2007 09:21u could use Neo_vehicle_ai+m03_goto_star or u could use just' m08_mobile_vehicle

i use them all the time

Yeah he could, but the server would still crash with bots. He needs the updated server software.

Subject: Re: how do i make bots
Posted by [NFHAVOC](#) on Tue, 19 Jun 2007 16:25:58 GMT

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i have pmed that guy then he told me to say if a was server owner and that he cant just give access to anyone then i pmed agian telling him that i was a server owner and stuff and its been days and no reply

Subject: Re: how do i make bots
Posted by [reborn](#) on Tue, 19 Jun 2007 17:00:00 GMT

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NFHAVOC wrote on Tue, 19 June 2007 12:25i have pmed that guy then he told me to say if a was server owner and that he cant just give access to anyone then i pmed agian telling him that i was a server owner and stuff and its been days and no reply

The I would tell Crimson that the guy she put in charge of doing that small task is letting things slip.

Subject: Re: how do i make bots
Posted by [NFHAVOC](#) on Wed, 20 Jun 2007 11:26:59 GMT

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ok how do i do that

Subject: Re: how do i make bots
Posted by [Zion](#) on Wed, 20 Jun 2007 11:38:47 GMT

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No. We got another person to stop the retards from going into the server owners forum. Why do you want to go in there anyway?

Subject: Re: how do i make bots
Posted by [reborn](#) on Wed, 20 Jun 2007 11:57:14 GMT
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The Merovingian wrote on Wed, 20 June 2007 07:38No. We got another person to stop the retards from going into the server owners forum. Why do you want to go in there anyway?

So he can have legitimate access to SSGM beta which has AI support for SSCTF.

Subject: Re: how do i make bots
Posted by [Jerad2142](#) on Wed, 20 Jun 2007 16:39:39 GMT
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LOL, all you have to do is check the box in level editor that is called UseInnateBehavior or use a soldier preset with it already checked.

(oh, don't forget pathfind)

Subject: Re: how do i make bots
Posted by [reborn](#) on Wed, 20 Jun 2007 17:48:05 GMT
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Jerad Gray wrote on Wed, 20 June 2007 12:39LOL, all you have to do is check the box in level editor that is called UseInnateBehavior or use a soldier preset with it already checked.

(oh, don't forget pathfind)

Not for that reason, for the crash bug.

Subject: Re: how do i make bots
Posted by [NFHAVOC](#) on Thu, 21 Jun 2007 10:22:53 GMT
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so now how can i get access
