
Subject: Script Request

Posted by [Oblivion165](#) on Tue, 26 Jun 2007 22:29:39 GMT

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Outline:

Input: Allow Ground Vehicle

Sub Input - Only this preset

Sub Input: Attach Script

Sub Input: Attach Script

Sub Input: Attach Script

Sub Input2 - Only this preset

Sub Input: Attach Script

Sub Input: Attach Script

Sub Input: Attach Script

Input: Allow VTOL Vehicle

Sub Input - Only this preset

Sub Input: Attach Script

Sub Input: Attach Script

Sub Input: Attach Script

Sub Input2 - Only this preset

Sub Input: Attach Script

Sub Input: Attach Script

Sub Input: Attach Script

Input: Allow Any Vehicle 0 or 1

Sub Input: Attach Script

Sub Input: Attach Script

Sub Input: Attach Script

Input: Max Distance

I could really use a script that would have a bot get into a vehicle under the conditions above. Basically all it would need to do is check the vehicle preset (If it's restricted to yes) and then have the bot run over to it, get in and attach selected scripts to add ai and disable transitions etc.

Any help would be greatly appreciated

Subject: Re: Script Request

Posted by [Oblivion165](#) on Wed, 27 Jun 2007 18:25:22 GMT

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Bump.

I'll only bump this the one time.

Subject: Re: Script Request
Posted by [Zion](#) on Wed, 27 Jun 2007 20:35:41 GMT
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Danpaul's great at this stuff. He improved Renegades AI to go for armor types over others and use secondary fire.

However, making bots enter vehicles can't be done. Making the vehicle a bot and removing the original though can be done, and seems to be an only way.

Subject: Re: Script Request
Posted by [Oblivion165](#) on Wed, 27 Jun 2007 22:10:16 GMT
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There is already a script for it but it is limited. I'm sure it just removes the bot but it does the "entrance" in a believable way. For the life of me i can't remember what its called but I used it on the A New Hope SP mission. The pilots all ran out and got into the craft.

Subject: Re: Script Request
Posted by [nopol10](#) on Thu, 28 Jun 2007 10:11:29 GMT
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There is? That would be uber cool!

Subject: Re: Script Request
Posted by [danpaul88](#) on Thu, 28 Jun 2007 10:25:47 GMT
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I suspect the infantry bots were just commanded to goto the vehicle they were supposed to get into, and once they got there it would make them enter the vehicle (timer to check how close they are, since the action_complete event does not get called properly when bots reach the end of their waypath).

Once they get to the vehicle you just delete the bot and give the vehicle whatever AI related scripts you want. I have a custom vehicle AI class that I create subclasses of for various different types of AI: Offensive, defensive, stationary turret, and all have parameters that allow you to specify in Level Edit what priority it should give to each type of target (EG: A machine gun type weapon would prioritise infantry and light vehicles, whereas a cannon type weapon would prioritise heavy vehicles)

If your only controlling access based on whether the vehicle is a ground of VTOL vehicle use the IsVTOLVehicle and IsVehicle scripts to check if its allowed to use them (cant remember off the

top of my head their exact names, its something like that).

NB: A VTOL vehicle will ALSO return true on IsVehicle, so make sure to check if its a VTOL first, and then check if its a ground vehicle.

Subject: Re: Script Request

Posted by [Oblivion165](#) on Fri, 29 Jun 2007 00:05:01 GMT

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I would gladly do it myself if i had even 1% ability in c++. VB 6.0, sure but C++ is out of my range completely.

Subject: Re: Script Request

Posted by [Genesis2001](#) on Fri, 29 Jun 2007 05:52:11 GMT

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Wouldn't the script work if you had the bot like walk up to a vehicle as you said and then the script kills the bot and immediately attaches any AI scripts to the vehicle?

-MathK1LL

Subject: Re: Script Request

Posted by [Oblivion165](#) on Fri, 29 Jun 2007 15:31:55 GMT

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Negatory, I'm going to have upwards of 50-75 bots on each team active at anytime. They would need to be controlled a little more than that to make the gameplay smooth.
