
Subject: Bot walking

Posted by [Veyrdite](#) on Sun, 16 Sep 2007 07:13:48 GMT

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I've noticed that when walking away from bots and GTs at a certain angle barely a few shots hit you. I don't know how this works as the inaccuracy is dictated randomly (by weapon error settings on the vehicle/bot/gt and the spray settings on the weapon preset).
Something to do with lag?

Subject: Re: Bot walking

Posted by [Jamie or NuneGa](#) on Sun, 16 Sep 2007 15:42:21 GMT

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i know that on co-op servers if you crouch, half the time the bots dont fire at ya... well the original co-op's anyway.

Subject: Re: Bot walking

Posted by [Veyrdite](#) on Thu, 20 Sep 2007 06:48:02 GMT

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Do the bots fire at you (calculate firing at you) on the client or server?. If it's the server my guess its lag, the coords of you.

Lol crouching! now that is silly.

Subject: Re: Bot walking

Posted by [danpaul88](#) on Thu, 20 Sep 2007 22:32:18 GMT

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The bots DON'T calculate anything when firing at you, that's the real problem. They make no attempt to lead their target, hence a moving target can easily evade most of their fire.

Subject: Re: Bot walking

Posted by [Veyrdite](#) on Fri, 21 Sep 2007 05:32:26 GMT

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i mean the game calculating numbers to do with inaccuracy and weapon error.
