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Subject: Renegade's AI just got smarter  
Posted by [Jerad2142](#) on Mon, 05 Nov 2007 19:19:22 GMT  
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See...

Just a little something I threw together in the last day or so, still needs a little tweaking.  
As for the characters lagging through the vehicle, that only seems to happen when I turn fraps on,  
so whatever I guess.

Right now its only for Renhalo, but once I get all the bugs worked out, I will make a renegade  
version.

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Subject: Re: Renegade's AI just got smarter  
Posted by [crazfulla](#) on Mon, 05 Nov 2007 19:46:40 GMT  
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ew filefront

Can't you just upload to youtube like everyone else?

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Subject: Re: Renegade's AI just got smarter  
Posted by [Jerad2142](#) on Mon, 05 Nov 2007 19:48:16 GMT  
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crazfulla wrote on Mon, 05 November 2007 12:46ew filefront

Can't you just upload to youtube like everyone else?  
Its streaming media, and it is faster for me, so why would I use youtube? (give me a legit reason  
and I will when I get back from my classes in two hours).

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Subject: Re: Renegade's AI just got smarter  
Posted by [crazfulla](#) on Mon, 05 Nov 2007 19:59:15 GMT  
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Meh. Nice burnouts!

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Subject: Re: Renegade's AI just got smarter  
Posted by [Jerad2142](#) on Mon, 05 Nov 2007 20:02:26 GMT  
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Its the AI driving not me, and the ai infantry got into the vehicle.

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Subject: Re: Renegade's AI just got smarter  
Posted by [Genesis2001](#) on Mon, 05 Nov 2007 22:03:04 GMT  
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Will watch it when I get home. Can't download stuff from file front due it being a 'banned' site :V

\*tries proxy ;o\*

~MathK1LL

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Subject: Re: Renegade's AI just got smarter  
Posted by [Jerad2142](#) on Mon, 05 Nov 2007 22:37:57 GMT  
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Of course the downside to this right now is that they take off with vehicles I buy, but when I'm done, you will be able to kick the ai out if they are on the same team as you.

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Subject: Re: Renegade's AI just got smarter  
Posted by [Lone0001](#) on Mon, 05 Nov 2007 23:47:39 GMT  
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Jerad Gray wrote on Mon, 05 November 2007 17:37Of course the downside to this right now is that they take off with vehicles I buy, but when I'm done, you will be able to kick the ai out if they are on the same team as you.

rofl that seems so funny

The Future Bots Of Renegade > instead of bots being dumb they will steal your vehicles

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Subject: Re: Renegade's AI just got smarter  
Posted by [nopol10](#) on Tue, 06 Nov 2007 06:25:01 GMT  
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Holy shit Awesome!

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Subject: Re: Renegade's AI just got smarter  
Posted by [Ryu](#) on Tue, 06 Nov 2007 08:01:55 GMT  
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awesome!

Are you going to release the scripts that made this possible or?

Because that would earn you 1000 cookies in my book.

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Subject: Re: Renegade's AI just got smarter  
Posted by [Zion](#) on Tue, 06 Nov 2007 10:37:15 GMT  
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I haven't seen it, but Danpaul already upgraded the AI. He does great work, and so does BogdanV, who is doing something i'm not allowed to digress to you 'outsiders' but lets just say it's COOL!

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Subject: Re: Renegade's AI just got smarter  
Posted by [Ryu](#) on Tue, 06 Nov 2007 11:07:29 GMT  
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The Merovingian wrote on Tue, 06 November 2007 11:37I haven't seen it, but Danpaul already upgraded the AI. He does great work, and so does BogdanV, who is doing something i'm not allowed to digress to you 'outsiders' but lets just say it's COOL!

Cool?

More like Sex, imo.

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Subject: Re: Renegade's AI just got smarter  
Posted by [Goztow](#) on Tue, 06 Nov 2007 11:09:38 GMT  
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Why does it attack the enemy, then run from it? It's nice to see progress in this, I suppose it needs some more fine tuning.

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Subject: Re: Renegade's AI just got smarter  
Posted by [danpaul88](#) on Tue, 06 Nov 2007 11:43:56 GMT  
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The Merovingian wrote on Tue, 06 November 2007 10:37I haven't seen it, but Danpaul already upgraded the AI. He does great work, and so does BogdanV, who is doing something i'm not allowed to digress to you 'outsiders' but lets just say it's COOL!

Technically this is slightly different. My AI is currently only setup for tanks and turrets, whereas this seems to target infantry instead.

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Subject: Re: Renegade's AI just got smarter  
Posted by [Jerad2142](#) on Tue, 06 Nov 2007 14:18:33 GMT  
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danpaul88 wrote on Tue, 06 November 2007 04:43The Merovingian wrote on Tue, 06 November 2007 10:37I haven't seen it, but Danpaul already upgraded the AI. He does great work, and so does BogdanV, who is doing something i'm not allowed to digress to you 'outsiders' but lets just say it's COOL!

Technically this is slightly different. My AI is currently only setup for tanks and turrets, whereas this seems to target infantry instead.  
Ya I probably should have said that it upgrades the infantry ai, as there already some pretty great vehicle ai scripts out there. And yes, in the end I will make a version for Renegade, I just want to get the Renhalo version working first.

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Subject: Re: Renegade's AI just got smarter  
Posted by [GEORGE ZIMMER](#) on Tue, 06 Nov 2007 19:59:25 GMT  
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You selfish SOB.

I want those scripts ;\_;

In seriousness though, that's awesome. I always wanted that ever since I first got Renegade. I was like "OMG WHY ISN'T THIS RADIO COMMAND NOT WORKING FOR THE AI?!".

That's when I found out Multiplayer Practice was more of a junky bot-filled map than actual multiplayer practice.

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Subject: Re: Renegade's AI just got smarter  
Posted by [Brandon](#) on Tue, 06 Nov 2007 21:39:37 GMT  
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NICE WORK!!!

Also, nice graphic for that second tank's blast fire.

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Subject: Re: Renegade's AI just got smarter  
Posted by [Genesis2001](#) on Tue, 06 Nov 2007 21:48:49 GMT  
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Cabal8616 wrote on Tue, 06 November 2007 12:59 That's when I found out Multiplayer Practice was more of a junky bot-filled map than actual multiplayer practice.

It is MP practice. The bots are just noobs that don't listen to their teammates!

~MathK1LL

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Subject: Re: Renegade's AI just got smarter  
Posted by [BlueThen](#) on Tue, 06 Nov 2007 21:54:00 GMT  
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MathK1LL wrote on Tue, 06 November 2007 15:48 Cabal8616 wrote on Tue, 06 November 2007 12:59 That's when I found out Multiplayer Practice was more of a junky bot-filled map than actual multiplayer practice.

It is MP practice. The bots are just noobs that don't listen to their teammates!

~MathK1LL  
Yea, sometimes in MP too.

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Subject: Re: Renegade's AI just got smarter  
Posted by [\\_SSnipe\\_](#) on Wed, 07 Nov 2007 07:27:32 GMT  
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i dont get it

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Subject: Re: Renegade's AI just got smarter  
Posted by [Slave](#) on Wed, 07 Nov 2007 13:33:40 GMT  
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don't post the obvious

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Subject: Re: Renegade's AI just got smarter  
Posted by [jnz](#) on Wed, 07 Nov 2007 23:10:22 GMT

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I've seen better teamwork in MP practice than in MP online..

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Subject: Re: Renegade's AI just got smarter  
Posted by [Jerad2142](#) on Wed, 07 Nov 2007 23:22:45 GMT

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RoShamBo wrote on Wed, 07 November 2007 16:10 I've seen better teamwork in MP practice than in MP online..

Hate to say it but I have as well, at least the bots don't try to destroy your own vehicles.

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Subject: Re: Renegade's AI just got smarter  
Posted by [Genesis2001](#) on Thu, 08 Nov 2007 01:38:04 GMT

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I can't help but laugh because it's true!

~MathK1LL

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Subject: Re: Renegade's AI just got smarter  
Posted by [Starbuzz](#) on Thu, 08 Nov 2007 02:30:42 GMT

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Jerad Gray wrote on Wed, 07 November 2007 17:22 RoShamBo wrote on Wed, 07 November 2007 16:10 I've seen better teamwork in MP practice than in MP online..

Hate to say it but I have as well, at least the bots don't try to destroy your own vehicles.

It's true haha. This one time I was on Nod and for some reason the bot Raveshaw, Sakura and Mendoza along with a couple Soldiers went to the field. I got myself a tech/APC and kept repairing them for hours haha...what a team!

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Subject: Re: Renegade's AI just got smarter  
Posted by [Veyrdite](#) on Fri, 09 Nov 2007 05:45:37 GMT

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Cabal8616 wrote on Wed, 07 November 2007 06:59 You selfish SOB.

"OMG WHY ISN'T THIS RADIO COMMAND NOT WORKING FOR THE AI?!".

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Same here. Before i knew anything about renegade modding i was sitting in an apc for ages continually hitting that command.

Wow, nice ai. Drives like a player with lag at some points, but other than that, cool! Reversing still bugged though.

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