Subject: Abandoned project - Advanced Bots 2
Posted by Oblivion165 on Wed, 21 Nov 2007 00:07:48 GMT

After Jwil never added my brothers killer bot scripts I set out to re-create similar results using what was already in Renegade...

So after failing with that I gave up on this but one of you might have a trick or two up your sleeve to finish this little bot demo.

http://www.oblivioninteractive.com/files/TestingGround.zip

Screens:

File Attachments
1) 1.jpg, downloaded 1002 times

2) 2.jpg, downloaded 999 times

3) 3.jpg, downloaded 1009 times

Subject: Re: Abandoned project - Advanced Bots 2
Posted by Genesis2001 on Wed, 21 Nov 2007 00:47:45 GMT
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Interesting. Might look into this when I get a chance.

~MathK1LL

Subject: Re: Abandoned project - Advanced Bots 2
Posted by GrayWolf on Wed, 21 Nov 2007 03:36:58 GMT

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did you make that little map? It's nice. I like the attention to detail, a lot of stuff that people make now a days lacks that.

Subject: Re: Abandoned project - Advanced Bots 2
Posted by bisen11 on Wed, 21 Nov 2007 03:56:54 GMT

What exactly do you want in it. And when you say what was already in renegade, does that mean without any of JW's scripts?

Subject: Re: Abandoned project - Advanced Bots 2
Posted by Oblivion165 on Wed, 21 Nov 2007 04:22:30 GMT

@Gray Yes its mine

@Bisen Just to improve the bots, these are all very standard and really boring. In my original they had a lot of features and such.

I do count JW scripts are standard renegade now, I mean not using external scripts that are not apart of jwil's release.

Subject: Re: Abandoned project - Advanced Bots 2
Posted by Brandon on Wed, 21 Nov 2007 06:29:16 GMT

nice work, I'll have to see what I can make of this for a co-op or DM

Subject: Re: Abandoned project - Advanced Bots 2
Posted by Oblivion165 on Wed, 21 Nov 2007 08:14:40 GMT

Well its not really designed for anything other than a bot demo...its kinda small.

Subject: Re: Abandoned project - Advanced Bots 2
Posted by mrÃ£Ã§Ä·z on Wed, 21 Nov 2007 12:11:08 GMT

AWESOME map!!!

Subject: Re: Abandoned project - Advanced Bots 2
Posted by danpaul88 on Wed, 21 Nov 2007 12:20:46 GMT

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I am interested to know how you handled the VTOL AI, it's one type of AI I have struggled to get working, mostly because they seem to stop being able to 'see' enemies as soon as they get more than a meter or so above the ground.

Subject: Re: Abandoned project - Advanced Bots 2
Posted by Jerad2142 on Wed, 21 Nov 2007 14:08:58 GMT

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danpaul88 wrote on Wed, 21 November 2007 05:20I am interested to know how you handled the VTOL AI, it's one type of AI I have struggled to get working, mostly because they seem to stop being able to 'see' enemies as soon as they get more than a meter or so above the ground.
There are many tricks to doing it, if you are having problems with it not being able to see enemies you should make sure that the vehicles sight arc is 360. If that doesn't work, use find nearest soldier scripts and stuff like that.