
Subject: Role play 2

Posted by [Muad Dib15](#) on Fri, 28 Dec 2007 23:45:21 GMT

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I was thinking after downloading rp2 today.

Would it be possible to add bots that walk around, and car bots?

If so, would it lag me even more (fps around 11 to 15)

EDIT (post meaning change): Could make some of the buildings in there already be able to go into?

Why can't i attack people using the number pad?

Even with all these slight problems (for some) and updates not added, it is still a very cool mod though. Keep it up.

Subject: Re: Role play 2

Posted by [nopol10](#) on Sat, 29 Dec 2007 00:02:33 GMT

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Car bots would lag the server you're playing on, and so would bots. Playing by yourself over LAN won't lag because of the bots.

Aren't there a lot of buildings already?

The numpad stuff are just animations, nothing else.

Subject: Re: Role play 2

Posted by [Dreganius](#) on Sat, 29 Dec 2007 01:49:58 GMT

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I do believe that the RP2 staff are developing bots and the like (or at least Sniperhid/EKT-Snippers is for the server)

Canadacdn should be able to tell us if it's the RP2 team or Snippers scripting it or what.

Subject: Re: Role play 2

Posted by [GEORGE ZIMMER](#) on Sat, 29 Dec 2007 01:55:31 GMT

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In the next release, there's a DM version of Area 69. One has bots, one doesn't. But that's about the best you'll get.

However, the EKTRPG server that hosts rp2 specifcly (Coded by Sniperhid) has a few bots. Eventually there's gonna be alot more I'm sure (It's still WIP, so I can't say for sure). There's a bot right now that you can press E on and he'll ask you to follow him via an admin message thingie to

you. Then you gotta follow him, talk to him again, then he gives you a repair gun. After that, you gotta repair 2 tanks. Once repaired, you'll gain some money and experience.

Honestly though, I wouldn't mind seeing just a few bots in the normal map here and there. It'd be pretty cool. Atleast a bus that goes around and anyone can get in it, and it's driven by AI, and goes around the map, etc.

Subject: Re: Role play 2
Posted by [Dreganius](#) on Sat, 29 Dec 2007 02:21:21 GMT
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What he said

Subject: Re: Role play 2
Posted by [u6795](#) on Sat, 29 Dec 2007 02:22:09 GMT
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<http://rp2.clicdev.com>

:]

Yeah. What Cabal said basically, but Bots have been discussed before. Nobody's quite sure where to go with that.

Subject: Re: Role play 2
Posted by [Lone0001](#) on Sat, 29 Dec 2007 03:32:47 GMT
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The numpad actions only work if you have latest scripts(i think) or cp2 and if the server has it done to allow it or let you do it.

Subject: Re: Role play 2
Posted by [Dreganius](#) on Sat, 29 Dec 2007 03:37:02 GMT
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But the numpad actions aren't the only actions.. heh... There's plenty more animations, such as "on your knees, hands on your head", like you've just been arrested kinda pose. That's like just one out of 483 that there probably is.

Subject: Re: Role play 2

Posted by [Rocko](#) on Sat, 29 Dec 2007 04:11:23 GMT

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is there a hot coffee mod for role play2???????????

Subject: Re: Role play 2

Posted by [u6795](#) on Sat, 29 Dec 2007 04:13:33 GMT

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Rocko wrote on Fri, 28 December 2007 23:11 is there a hot coffee mod for role play2???????????

Nope, but there is a "I pretend to be black and funny on the internet" mod.

Subject: Re: Role play 2

Posted by [Rocko](#) on Sat, 29 Dec 2007 04:53:16 GMT

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u6795 wrote on Fri, 28 December 2007 22:13 Rocko wrote on Fri, 28 December 2007 23:11 is there a hot coffee mod for role play2???????????

Nope, but there is a "I pretend to be black and funny on the internet" mod.

do u have the pretentious faggot mod

Subject: Re: Role play 2

Posted by [GEORGE ZIMMER](#) on Sat, 29 Dec 2007 06:50:05 GMT

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lol u tk him 2 da bar|?

Subject: Re: Role play 2

Posted by [Canadacdn](#) on Sat, 29 Dec 2007 17:51:25 GMT

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I don't want to add bots, they just lag up internet games and don't really add much point. I wouldn't be able to calculate pathfind for the bots on a map as big as RP2, so the bots would be really stupid, either running into walls, or just following set paths.

Subject: Re: Role play 2

Posted by [Lone0001](#) on Sat, 29 Dec 2007 19:11:29 GMT

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The bus idea sounds pretty good tho have a bus or two that go around the map one on one side on the bridge one on the other and let players get in them and if they get in they won't gain control

the buses will just continue thier route.

Subject: Re: Role play 2

Posted by [Muad Dib15](#) on Tue, 01 Jan 2008 21:05:40 GMT

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First, is there anything besides the aircraft carrier out in the water? If so, please remove the excess water.

Second, YOUR DAMN SENTRY GUNS ARE TOO POWERFUL!!

Last, is Hotwire a stripper or something?

I like the prison and aircraft though.

Subject: Re: Role play 2

Posted by [Canadacdn](#) on Tue, 01 Jan 2008 23:55:17 GMT

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Muad Dib15 wrote on Tue, 01 January 2008 15:05First, is there anything besides the aircraft carrier out in the water? If so, please remove the excess water.

Second, YOUR DAMN SENTRY GUNS ARE TOO POWERFUL!!

Last, is Hotwire a stripper or something?

I like the prison and aircraft though.

There will be more things out there in the next version.

Yes.

Subject: Re: Role play 2

Posted by [SlikRik](#) on Wed, 02 Jan 2008 02:07:43 GMT

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Rocko wrote on Fri, 28 December 2007 23:53u6795 wrote on Fri, 28 December 2007 22:13Rocko wrote on Fri, 28 December 2007 23:11is there a hot coffee mod for role play2???????????

Nope, but there is a "I pretend to be black and funny on the internet" mod.

do u have the pretentious faggot mod

We specifically scripted into Roleplay 2 an addition that will automatically detect little douchebags who think they are cool, then fuck up their computer.

You might enjoy it.

Subject: Re: Role play 2

Posted by [Rocko](#) on Wed, 02 Jan 2008 02:38:57 GMT

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SlikRik wrote on Tue, 01 January 2008 20:07Rocko wrote on Fri, 28 December 2007 23:53u6795 wrote on Fri, 28 December 2007 22:13Rocko wrote on Fri, 28 December 2007 23:11is there a hot coffee mod for role play2???????????

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well i ran and installed roleplay 2 the other day and nothing happened except for my yawning and the extreme boredom that commenced after i played it.

so i guess ur not referring 2 me

Subject: Re: Role play 2

Posted by [SlikRik](#) on Wed, 02 Jan 2008 02:49:37 GMT

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Rocko wrote on Tue, 01 January 2008 21:38SlikRik wrote on Tue, 01 January 2008 20:07Rocko wrote on Fri, 28 December 2007 23:53u6795 wrote on Fri, 28 December 2007 22:13Rocko wrote on Fri, 28 December 2007 23:11is there a hot coffee mod for role play2???????????

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You might enjoy it.

well i ran and installed roleplay 2 the other day and nothing happened except for my yawning and the extreme boredom that commenced after i played it.

so i guess ur not referring 2 me

Well if it's boring, don't download it, and stop making stupid ass comments which essentially waste everyone's time (not to mention making our IQ's drop by several points).

Subject: Re: Role play 2

Posted by [Starbuzz](#) on Wed, 02 Jan 2008 02:52:35 GMT

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Yeah, the guns are pretty powerful in RP2. Everytime I sneak into the military base and get into that chopper, a rocket comes out of nowhere and blows me to bits. Is there like a power switch somewhere?

Subject: Re: Role play 2
Posted by [SlikRik](#) on Wed, 02 Jan 2008 02:54:17 GMT
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No, but interesting idea. If we added one, it would most likely no doubt be guarded by additional turrets and sentry guns.

Subject: Re: Role play 2
Posted by [Canadacdn](#) on Wed, 02 Jan 2008 03:45:00 GMT
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Starbuzz wrote on Tue, 01 January 2008 20:52 Yeah, the guns are pretty powerful in RP2. Everytime I sneak into the military base and get into that chopper, a rocket comes out of nowhere and blows me to bits. Is there like a power switch somewhere?

Is it really that hard to kill the two SAM sites on the towers?

Subject: Re: Role play 2
Posted by [Starbuzz](#) on Wed, 02 Jan 2008 04:04:49 GMT
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Canadacdn wrote on Tue, 01 January 2008 21:45 Starbuzz wrote on Tue, 01 January 2008 20:52 Yeah, the guns are pretty powerful in RP2. Everytime I sneak into the military base and get into that chopper, a rocket comes out of nowhere and blows me to bits. Is there like a power switch somewhere?

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My total time in RP2 is around 10 minutes. I would not know.

Subject: Re: Role play 2
Posted by [Canadacdn](#) on Wed, 02 Jan 2008 04:08:38 GMT
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Starbuzz wrote on Tue, 01 January 2008 22:04 Canadacdn wrote on Tue, 01 January 2008 21:45 Starbuzz wrote on Tue, 01 January 2008 20:52 Yeah, the guns are pretty powerful in RP2.

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Anyway, if you want advice on how to kill the sentry guns, get an RPG or sniper rifle and kill them from a distance.

Subject: Re: Role play 2

Posted by [cheesesoda](#) on Wed, 02 Jan 2008 17:44:13 GMT

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Canadacdn wrote on Tue, 01 January 2008 23:08Starbuzz wrote on Tue, 01 January 2008 22:04Canadacdn wrote on Tue, 01 January 2008 21:45Starbuzz wrote on Tue, 01 January 2008 20:52Yeah, the guns are pretty powerful in RP2. Everytime I sneak into the military base and get into that chopper, a rocket comes out of nowhere and blows me to bits. Is there like a power switch somewhere?

Is it really that hard to kill the two SAM sites on the towers?

My total time in RP2 is around 10 minutes. I would not know.

Anyway, if you want advice on how to kill the sentry guns, get an RPG or sniper rifle and kill them from a distance.

Or harness the power of a tank and take them out.

Subject: Re: Role play 2

Posted by [Muad Dib15](#) on Thu, 03 Jan 2008 00:00:58 GMT

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Please stop putting them in pairs then. I got the access cards for inside the main place, explored the inside of the military base, found the main computer. I went to go into it and a sentry gun takes me out. Okay, im fine with that, I'll just take a noobje and blow it up. Sentry gun blown up. Now lets explore the inside of this main base thing. WTF!!! WHY THE HELL IS THERE ANOTHER FRIKIN SENTRY GUN INSIDE THE DOORWAY WHERE I CAN'T SEE IT!???

Subject: Re: Role play 2

Posted by [Canadacdn](#) on Thu, 03 Jan 2008 05:42:46 GMT

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Muad Dib15 wrote on Wed, 02 January 2008 18:00Please stop putting them in pairs then. I got the access cards for inside the main place, explored the inside of the military base, found the main computer. I went to go into it and a sentry gun takes me out. Okay, im fine with that, I'll just take a noobjet and blow it up. Sentry gun blown up. Now lets explore the inside of this main base thing. WTF!!! WHY THE HELL IS THERE ANOTHER FRIKIN SENTRY GUN INSIDE THE DOORWAY WHERE I CAN'T SEE IT!??

I strategically placed the sentry guns to piss people off. To kill them, just look around the corner with 3rd person view, and pop out and fire an RPG at them before they spot you.

Subject: Re: Role play 2

Posted by [GEORGE ZIMMER](#) on Thu, 03 Jan 2008 12:57:27 GMT

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It could be worse. He could have placed 100 or so sentry guns in every single building on the map. Yes, even the cluckin' bells.

Subject: Re: Role play 2

Posted by [LR01](#) on Fri, 04 Jan 2008 13:44:56 GMT

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Muad Dib15 wrote on Sat, 29 December 2007 00:45I was thinking after downloading rp2 today. Would it be possible to add bots that walk around, and car bots?

If so, would it lag me even more (fps around 11 to 15)

EDIT (post meaning change): Could make some of the buildings in there already be able to go into?

Why can't i attack people using the number pad?

Even with all these slight problems (for some) and updates not added, it is still a very cool mod though. Keep it up.

Yes you can add bots to a map, but if you don't have some files that only the maker has, you need to remake everything except for the terrain

Subject: Re: Role play 2

Posted by [Veyrdite](#) on Fri, 04 Jan 2008 22:35:35 GMT

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AI plecos in the tank, with a hud around them and all!

Path finding would take ages unless they made a huge box around the map, with obbox and physical collision checked.
