
Subject: Players versus AI

Posted by [Fenrir](#) on Mon, 25 Feb 2008 22:54:27 GMT

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My brother and I have C&C the First Decade. I would like to play a LAN game with him, which isn't a problem. The problem is that we would like to fight together against some bots. I have downloaded some bot maps, but the game won't allow us to be on the same team.

I've searched these forums for the answer, but have found nothing. Is what we are trying to achieve even remotely possible?

Subject: Re: Players versus AI

Posted by [cnc95fan](#) on Mon, 25 Feb 2008 22:58:58 GMT

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No.

Subject: Re: Players versus AI

Posted by [Jerad2142](#) on Mon, 25 Feb 2008 23:02:13 GMT

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cnc95fan wrote on Mon, 25 February 2008 15:58No.
Don't be an ass.

It is completely possible, in fact as of my next script release there will be a specific script to do just that. But until then I can send you a modified version of skirmish that will allow you to be on the same team. Although you won't be able to choose which team you are on.

Subject: Re: Players versus AI

Posted by [cnc95fan](#) on Mon, 25 Feb 2008 23:04:49 GMT

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Jerad Gray wrote on Mon, 25 February 2008 16:02cnc95fan wrote on Mon, 25 February 2008 15:58No.
Don't be an ass.

xD

Subject: Re: Players versus AI

Posted by [Yrr](#) on Mon, 25 Feb 2008 23:07:50 GMT

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Install Renegade Resurrection (see signature).

Setting 'emptyTeamBehaviour' in resurrection/server.cfg to 'ignore' allows one team to be empty without ending the game.

But it's still not very funny since Renegade's bots are really dumb.

Subject: Re: Players versus AI

Posted by [mrÅ£ÅŞÄ-z](#) on Mon, 25 Feb 2008 23:16:57 GMT

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Ehmmm you can install a FDS for LAN, get Gameplay Pending patch then your ready to kick some AI Butts

Subject: Re: Players versus AI

Posted by [Fenrir](#) on Mon, 25 Feb 2008 23:27:21 GMT

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Wow! thanks for the quick replies!

Please excuse me if this is a stupid question, but what is an FDS?

Subject: Re: Players versus AI

Posted by [GEORGE ZIMMER](#) on Mon, 25 Feb 2008 23:28:58 GMT

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Free Dedicated Server. It's a program made solely for hosting a server.

Subject: Re: Players versus AI

Posted by [cnc95fan](#) on Mon, 25 Feb 2008 23:30:29 GMT

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Free Dedicated Server

Edit: If it's free, then there must be a paid version?

Subject: Re: Players versus AI

Posted by [mrÅ£ÅŞÄ-z](#) on Mon, 25 Feb 2008 23:32:26 GMT

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Free Dedicated Server, you can download it on FTP.Westwood.com you need to change some settings in the server.ini.

Search in Server.ini for:

Quote;; GameType =

```
;  
; Set this to WOL for a Westwood Online dedicated server.  
; Set this to GameSpy for a GameSpy mode dedicated server.  
; Set this to LAN for a LAN mode dedicated server.  
;
```

GameType = WOL

Change "WOL" to "LAN"

Subject: Re: Players versus AI
Posted by [Fenrir](#) on Mon, 25 Feb 2008 23:38:22 GMT
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Okay, many thanks to you all.

Subject: Re: Players versus AI
Posted by [EA-DamageEverything](#) on Mon, 25 Feb 2008 23:50:51 GMT
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There is an even easier way.

```
-1 Create_Real_Object, 1, "LavaBall05"  
-1 Play_Animation, 1, "v_commanche.va_com_loiter", 1  
-1800 destroy_object, 1
```

```
-220 Attach_To_Bone, 3, 1, "Cargo"  
-220 Attach_To_Bone, 3,-1, "Cargo"
```

```
;-770 Attach_To_Bone, 3, 1, "Cargo"  
;-770 Attach_To_Bone, 3,-1, "Cargo"
```

```
;;_____At nod base_____
```

```
-800 Create_Real_Object, 4, "Nod_minigunner_0"  
-800 Attach_Script, 4, "M01_Hunt_The_Player_JDG"  
-800 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
```

-800 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-800 Attach_To_Bone, 4, 1, "Cargo"
-800 Attach_To_Bone, 4,-1, "Cargo"

-803 Create_Real_Object, 4, "Nod_minigunner_0"
-803 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-803 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-803 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-803 Attach_To_Bone, 4, 1, "Cargo"
-803 Attach_To_Bone, 4,-1, "Cargo"

-806 Create_Real_Object, 4, "Nod_minigunner_0"
-806 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-806 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-806 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-806 Attach_To_Bone, 4, 1, "Cargo"
-806 Attach_To_Bone, 4,-1, "Cargo"

-809 Create_Real_Object, 4, "Nod_minigunner_0"
-809 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-809 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-809 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-809 Attach_To_Bone, 4, 1, "Cargo"
-809 Attach_To_Bone, 4,-1, "Cargo"

-812 Create_Real_Object, 4, "Nod_minigunner_1off"
-812 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-812 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-812 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-812 Attach_To_Bone, 4, 1, "Cargo"
-812 Attach_To_Bone, 4,-1, "Cargo"

;_____At gdi base_____

-420 Create_Real_Object, 4, "GDI_minigunner_0"
-420 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-420 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-420 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-420 Attach_To_Bone, 4, 1, "Cargo"
-420 Attach_To_Bone, 4,-1, "Cargo"

-423 Create_Real_Object, 4, "GDI_minigunner_0"
-423 Attach_Script, 4, "M01_Hunt_The_Player_JDG"
-423 Attach_Script, 4, "M05_Nod_Gun_Emplacement"
-423 Attach_Script, 4, "M00_No_Falling_Damage_DME"
-423 Attach_To_Bone, 4, 1, "Cargo"
-423 Attach_To_Bone, 4,-1, "Cargo"

```
-426 Create_Real_Object, 4, "GDI_minigunner_0"  
-426 Attach_Script, 4, "M01_Hunt_The_Player_JDG"  
-426 Attach_Script, 4, "M05_Nod_Gun_Emplacement"  
-426 Attach_Script, 4, "M00_No_Falling_Damage_DME"  
-426 Attach_To_Bone, 4, 1, "Cargo"  
-426 Attach_To_Bone, 4,-1, "Cargo"
```

```
-429 Create_Real_Object, 4, "GDI_minigunner_0"  
-429 Attach_Script, 4, "M01_Hunt_The_Player_JDG"  
-429 Attach_Script, 4, "M05_Nod_Gun_Emplacement"  
-429 Attach_Script, 4, "M00_No_Falling_Damage_DME"  
-429 Attach_To_Bone, 4, 1, "Cargo"  
-429 Attach_To_Bone, 4,-1, "Cargo"
```

```
-432 Create_Real_Object, 4, "GDI_minigunner_1off"  
-432 Attach_Script, 4, "M01_Hunt_The_Player_JDG"  
-432 Attach_Script, 4, "M05_Nod_Gun_Emplacement"  
-432 Attach_Script, 4, "M00_No_Falling_Damage_DME"  
-432 Attach_To_Bone, 4, 1, "Cargo"  
-432 Attach_To_Bone, 4,-1, "Cargo"
```

; ***** Path

```
-1 Create_Object, 2, "X3_apache_1", 0, 0, 0, 0  
-1 Play_Animation, 2, "X3_apache_1.x3_apache_1", 1  
-1800 Destroy_Object, 2  
-1 Attach_To_Bone, 1, 2, "BN_APACHE_004"Make a new textfile and rename it to this:  
cnc_c130drop.txt -then copy+paste this code.
```

Copy the textfile into your DATA dir if are the Host. Start Renegade, log on WOL and host a game with at least 2 open slots. Choose C&C_Islands as your preferred map because the code is optimized for it.

Play against your friend on each side as usual. There will be some Lava Balls flying around, constantly dropping Infantry at both bases. You can fight against bots AND your friend now! And if this isn't good enough, the bots will kill each other too.

If you have more friends to join, I can give you another code which makes things even funnier on every map.

Subject: Re: Players versus AI
Posted by [Jerad2142](#) on Tue, 26 Feb 2008 00:15:09 GMT
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I am putting together a little remix of skirmish00.mix, enhancing the ai just a bit.

Subject: Re: Players versus AI
Posted by [Fenrir](#) on Tue, 26 Feb 2008 00:15:12 GMT
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I'll be sure to try that. (EDIT: meaning the lava-balls-that-spawn-bots thing)

I am such an idiot! Here I am, wondering why the game and the server won't run at the same time.

Fortunately I may have a third computer available, but in the event that it isn't, is there a way to do this without the FDS?

Subject: Re: Players versus AI
Posted by [Jerad2142](#) on Tue, 26 Feb 2008 00:22:10 GMT
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Fenrir wrote on Mon, 25 February 2008 17:15 I'll be sure to try that. (EDIT: meaning the lava-balls-that-spawn-bots thing)

I am such an idiot! Here I am, wondering why the game and the server won't run at the same time.

Fortunately I may have a third computer available, but in the event that it isn't, is there a way to do this without the FDS?

Yrr wrote on Mon, 25 February 2008 16:07 Install Renegade Resurrection (see signature).

Setting 'emptyTeamBehaviour' in resurrection/server.cfg to 'ignore' allows one team to be empty without ending the game.

But it's still not very funny since Renegade's bots are really dumb.

<http://www.icefinch.net/en>

Subject: Re: Players versus AI
Posted by [Lone0001](#) on Tue, 26 Feb 2008 00:58:58 GMT
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replace your server.dat with this one: <http://www.blackintel.org/files/blackintel.server.dat.zip>
and you will be able to run the server and play it on the same computer.

Subject: Re: Players versus AI
Posted by [Jerad2142](#) on Tue, 26 Feb 2008 01:10:42 GMT
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I am making the AI go after the beacons the play puts down, that always annoyed me how you could put one in the obelisk and no one would ever come to remove it.

Subject: Re: Players versus AI

Posted by [EA-DamageEverything](#) on Tue, 26 Feb 2008 02:55:12 GMT

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{SB}Lone0001 wrote on Tue, 26 February 2008 01:58...

and you will be able to run the server and play it on the same computer. The only change this modified server.dat makes is that you can start the client after the FDS. Running Client & FDS simultaneously on the same machine has been possible for ages.

Start Ren and log on WOL, minimize it and start the Server then.

Subject: Re: Players versus AI

Posted by [Lone0001](#) on Tue, 26 Feb 2008 03:17:05 GMT

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Yes I know that but if you actually go to the BI site that server.dat actually contains some other things >

<http://www.blackintel.org/?page=projects/downloads>

Quote:* Core Patch 2 server.dat

- * The UDP short message fix
- * The start button fix (the one listed above)
- * A simple change to allow renegade to start when the server is running without the use of the +multi flag
- * RunOnce suppression, disabling the RunOnce registry key so the server does not auto restart when joining before the windows shell loads
- * A new UDP fix which will make the server survive UDP floods without much problems
- * Removed the "MapName=" setting from the server config.

Subject: Re: Players versus AI

Posted by [Dreganius](#) on Tue, 26 Feb 2008 05:38:22 GMT

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Erm... My user on the EKT forums is Fenrir. Don't get it confused, people.

Subject: Re: Players versus AI

Posted by [IronWarrior](#) on Tue, 26 Feb 2008 05:56:38 GMT

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Jesus, download this and that, blah blah.

Just go play in a online coop server.

Subject: Re: Players versus AI
Posted by [The Executor](#) on Tue, 26 Feb 2008 13:31:44 GMT
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Wait! So the AI bot will try and disarm the beacons? You should put some bot enggies that reapiir thing and maybe some vech bots, it would be so cool Nice work Jerad.

Subject: Re: Players versus AI
Posted by [Fenrir](#) on Tue, 26 Feb 2008 14:44:57 GMT
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The problem was resolved (with Renegade Resurrection). Thanks Jerad!

Subject: Re: Players versus AI
Posted by [Jerad2142](#) on Tue, 26 Feb 2008 16:33:10 GMT
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MSwindows wrote on Tue, 26 February 2008 06:31Wait! So the AI bot will try and disarm the beacons? You should put some bot enggies that reapiir thing and maybe some vech bots, it would be so cool Nice work Jerad.

That would be harder to do, as I would have to make invisible objects at all the MCT so the engineers would try to repair them... or would I? Sudden thought, much test.

Ack, guess you will have to wait until after I release my scripts, I need to make some to make this work I want it to.

Like sniper on occasion go up and camp on the hill and things like that.

ACTUALLY, how about you guys list things that you think the AI should do, and I will do the best I can to impliment them.

Subject: Re: Players versus AI
Posted by [The Elite Officer](#) on Tue, 26 Feb 2008 17:04:37 GMT
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SNIPER CAMPING SPOT

VECH BOTS

MORE AND DIFFRENT SOLIDERS

BETTER WEAPON SPAWNERS

ENGGIES THAT REAPIR AND STUFF

Subject: Re: Players versus AI

Posted by [Veyrdite](#) on Fri, 29 Feb 2008 09:38:09 GMT

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To make the engies repair the MCT, make a daves arrow right against the front of the MCT with 1hp (or more) less than its total, then attach M03_Repair_Target to it, and attach M03_Repair to the engineer.

Probably not the exact script names, something along those lines.

EDIT:

RenhelpM03_Engineer_Repair

Unit with attached script will attempt to repair objects with "M03_Engineer_Target" attached to them when they are damaged.

M03_Engineer_Target

Object that objects with "M03_Engineer_Repair" attached will attempt to repair.

Subject: Re: Players versus AI

Posted by [The Executor](#) on Fri, 29 Feb 2008 13:34:43 GMT

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Yes but the problem with that is once it repairs the arrow then there is no way for the arrow can take damage. So if the building takes damage then the bot would not repair it because it is only repairing the arrow, which is at full hp already and can't take any damage. So you would probley would need to attach another script to the building controller that sends info to the arrow telling to take damage according to the building controllers needs.

Subject: Re: Players versus AI

Posted by [Jerad2142](#) on Fri, 29 Feb 2008 15:47:10 GMT

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Thats why I am building special scripts for it.

Subject: Re: Players versus AI

Posted by [The Executor](#) on Fri, 29 Feb 2008 17:13:24 GMT

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Subject: Re: Players versus AI

Posted by [The Elite Officer](#) on Fri, 29 Feb 2008 20:40:52 GMT

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MSwindows wrote on Fri, 29 February 2008 08:34 Yes but the problem with that is once it repairs the arrow then there is no way for the arrow can take damage. So if the building takes damage then the bot would not repair it because it is only repairing the arrow, which is at full hp already and can't take any damage. So you would probley would need to attach another script to the building controller that sends info to the arrow telling to take damage according to the building controllers needs.

What he said.^^

Subject: Re: Players versus AI

Posted by [Veyrdite](#) on Fri, 29 Feb 2008 23:44:03 GMT

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MSwindows wrote on Sat, 01 March 2008 00:34 Yes but the problem with that is once it repairs the arrow then there is no way for the arrow can take damage. So if the building takes damage then the bot would not repair it because it is only repairing the arrow, which is at full hp already and can't take any damage. So you would probley would need to attach another script to the building controller that sends info to the arrow telling to take damage according to the building controllers needs.

Wha?

If the daves arrow is lets say 1 hp below max, the engineer will always be repairing it. The daves arrow cannot be repaired or shot itself, as it does not collide with projectiles.

Subject: Re: Players versus AI

Posted by [The Executor](#) on Mon, 03 Mar 2008 17:00:48 GMT

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Yes but once the building is repaired and then takes more damage later the bot will not shoot at it again because the arrow is at full hp.

Unless...are you saying that the bot will try to repair the arrow but it can't because of the projectiles and will always hit the MCT?

Subject: Re: Players versus AI
Posted by [Jerad2142](#) on Mon, 03 Mar 2008 18:00:07 GMT
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Dthdealer wrote on Fri, 29 February 2008 16:44MSwindows wrote on Sat, 01 March 2008 00:34Yes but the problem with that is once it repairs the arrow then there is no way for the arrow can take damage. So if the building takes damage then the bot would not repair it because it is only repairing the arrow, which is at full hp already and can't take any damage. So you would probably would need to attach another script to the building controller that sends info to the arrow telling to take damage according to the building controllers needs.
Wha?

If the daves arrow is lets say 1 hp below max, the engineer will always be repairing it. The daves arrow cannot be repaired or shot itself, as it does not collide with projectiles.

Script the building controller to repair the arrow when the building reaches full health.

Subject: Re: Players versus AI
Posted by [The Executor](#) on Mon, 03 Mar 2008 18:31:51 GMT
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What scripts and how do I use them?

Subject: Re: Players versus AI
Posted by [Genesis2001](#) on Mon, 03 Mar 2008 18:31:59 GMT
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Jerad Gray wrote on Mon, 03 March 2008 11:00Dthdealer wrote on Fri, 29 February 2008 16:44MSwindows wrote on Sat, 01 March 2008 00:34Yes but the problem with that is once it repairs the arrow then there is no way for the arrow can take damage. So if the building takes damage then the bot would not repair it because it is only repairing the arrow, which is at full hp already and can't take any damage. So you would probably would need to attach another script to the building controller that sends info to the arrow telling to take damage according to the building controllers needs.
Wha?

If the daves arrow is lets say 1 hp below max, the engineer will always be repairing it.
The daves arrow cannot be repaired or shot itself, as it does not collide with projectiles.

Script the building controller to repair the arrow when the building reaches full health.

Another (more complex) way, would be to attach a script (e.g.) "zbl_Obelisk_Repair" to the OB.
Have that script report damage to the dave's arrow and deal damage to the dave's arrow with
script (e.g.) "zbl_Obelisk_Damage_Repair" and this arrow would have that "M03_Repair_Target"
script attached to it.

~Zack

Subject: Re: Players versus AI
Posted by [The Executor](#) on Mon, 03 Mar 2008 18:49:38 GMT
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Errr I have scripts 2.9 how do I do it with thoes?

Subject: Re: Players versus AI
Posted by [Genesis2001](#) on Mon, 03 Mar 2008 19:11:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

MSwindows wrote on Mon, 03 March 2008 11:49Errr I have scripts 2.9 how do I do it with thoes?

Those don't exist. :v I used them as examples.