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Subject: Tiberium Ain't Healthy  
Posted by [Fenrir](#) on Fri, 29 Feb 2008 01:12:39 GMT  
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Unfortunatelly, the bots don't know that. Is there any way to make bots avoid an area?

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Subject: Re: Tiberium Ain't Healthy  
Posted by [GEORGE ZIMMER](#) on Fri, 29 Feb 2008 01:47:34 GMT  
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Set up paths for the bots to follow, so if they go near tiberium, they'll go into a pathway and avoid it. Similar to how you get a harvesters to go TO tiberium, although I've never really tested this myself, so I could be wrong.

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Subject: Re: Tiberium Ain't Healthy  
Posted by [bisen11](#) on Fri, 29 Feb 2008 04:44:45 GMT  
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Yeah, test to see if the waypoint idea works. Also try using coverspots that go around the tiberium. I think bots like to run to those when going somewhere.

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Subject: Re: Tiberium Ain't Healthy  
Posted by [Veyrdite](#) on Fri, 29 Feb 2008 06:26:10 GMT  
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Cover spots only work when the bots are engaged. (when they spot an enemy)  
Look at how the waypaths for skirmish were setup with the Mix-To-LE converter. Although WW didn't make any for avoiding tiberium, only for getting to the battlefield.

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Subject: Re: Tiberium Ain't Healthy  
Posted by [reborn](#) on Fri, 29 Feb 2008 06:40:55 GMT  
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Well, if you could make a cloned script that is attached to the tiberium zone then yeah you could. It would be quite crude, but if you was to remove the normal WW script, then attach yours instead it might work.  
You would have to do alot of work on the ::Entered event for the bots, and it would most likely never be super smooth that way, but yeah. You could in theory I guess.  
Either that or be super cheap and just give the bots a chem suit sheild instead of kevlar.

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Subject: Re: Tiberium Ain't Healthy  
Posted by [Veyrdite](#) on Fri, 29 Feb 2008 09:30:50 GMT  
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reborn wrote on Fri, 29 February 2008 17:40  
Either that or be super cheap and just give the bots a chem suit sheild instead of kevlar.  
LMAO

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Subject: Re: Tiberium Ain't Healthy  
Posted by [Fenrir](#) on Fri, 29 Feb 2008 13:08:54 GMT  
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reborn wrote on Fri, 29 February 2008 00:40Well, if you could make a cloned script that is attached to the tiberium zone then yeah you could.  
It would be quite crude, but if you was to remove the normal WW script, then attach yours instead it might work.  
You would have to do allot of work on the ::Entered event for the bots, and it would most likely never be super smooth that way, but yeah. You could in theory I guess.I'm a n00b to both modding and C++ programming (The scripts are written in C++, right?), so this is quite beyond my reach at this point. It looks like waypaths are the way to go. Thanks, everyone.

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