Subject: created bots
Posted by SODPaddy on Wed, 19 Mar 2008 12:58:10 GMT
View Forum Message <> Reply to Message

Hello,

i created GDI_MiniGunner_3Boss.

When i was on Nod they dont shot me.. what must i do?

Subject: Re: created bots
Posted by _SSnipe_ on Wed, 19 Mar 2008 14:31:02 GMT
View Forum Message <> Reply to Message

did u add a script to it?

Subject: Re: created bots
Posted by mrÃ£Ã§Ä·z on Wed, 19 Mar 2008 16:41:50 GMT
View Forum Message <> Reply to Message

JFW is your Friend

Hint: JFW_Base_Defence

Subject: Re: created bots
Posted by jnz on Wed, 19 Mar 2008 17:25:13 GMT
View Forum Message <> Reply to Message

It has something to do with the way your objects file is set up I think. I'm sure Yrr or someone on the BI team will correct me.

When I create them on my server they work just fine. (With no scripts.)

Subject: Re: created bots
Posted by reborn on Wed, 19 Mar 2008 18:14:58 GMT
View Forum Message <> Reply to Message

I think Roshambo is right, have you checked out your innate behaviour settings?

Subject: Re: created bots
Posted by SODPaddy on Wed, 19 Mar 2008 18:34:42 GMT
View Forum Message <> Reply to Message

i created this bot via c++

like:


```
  if (Type == 0 || Type == 1) {
 if (wcsicmp(Msg2, L"!bothavoc") == 0) {
  if (Commands->Get_Money(Get_GameObj(ID)) >= 2000) {
   GameObject *obj = Get_GameObj(ID);
   Vector3 position = Commands->Get_Position(obj);
   position.Z += 5;
   position.X -= 5;
   Commands->Create_Object("CnC_GDI_MiniGunner_3Boss_Skirmish",position);
   Commands->Give_Money(Get_GameObj(ID),(float)-2000,false);
   char Message[100];
   sprintf(Message,"ppage %d [PB] %s your item created.", ID, Get_Player_Name_By_ID(ID));
   Console_Input(Message);
   }
```

```
    else {
    Commands->Give_Money(Get_GameObj(ID),0,false);
    char Message[100];
    sprintf(Message,"ppage %d [PB] Sorry, this item cost $2000", ID,
Get_Player_Name_By_ID(ID));
        Console_Input(Message);

    }
   }
  }
```

Look -> http://ehserv.netgamezone.de/forum/viewthread.php?forum_id=9&thread_id=1

Subject: Re: created bots
Posted by reborn on Wed, 19 Mar 2008 18:52:19 GMT
View Forum Message <> Reply to Message

If the preset you're creating has a innate behaviour that stops it from attacking, then it doesn't
really matter about your code.
Look at the preset in level edit.

Subject: Re: created bots
Posted by SODPaddy on Wed, 19 Mar 2008 22:39:38 GMT
View Forum Message <> Reply to Message

what i need to change?

Subject: Re: created bots
Posted by SODPaddy on Thu, 20 Mar 2008 01:41:02 GMT
View Forum Message <> Reply to Message

So... i added "JFW_Base_Defence" to the Havoc they move but dont shot Nod players. Whats the
reason?

Subject: Re: created bots
Posted by jnz on Thu, 20 Mar 2008 07:01:19 GMT
View Forum Message <> Reply to Message

TGPaddy wrote on Thu, 20 March 2008 01:41So... i added "JFW_Base_Defence" to the Havoc
they move but dont shot Nod players. Whats the reason?
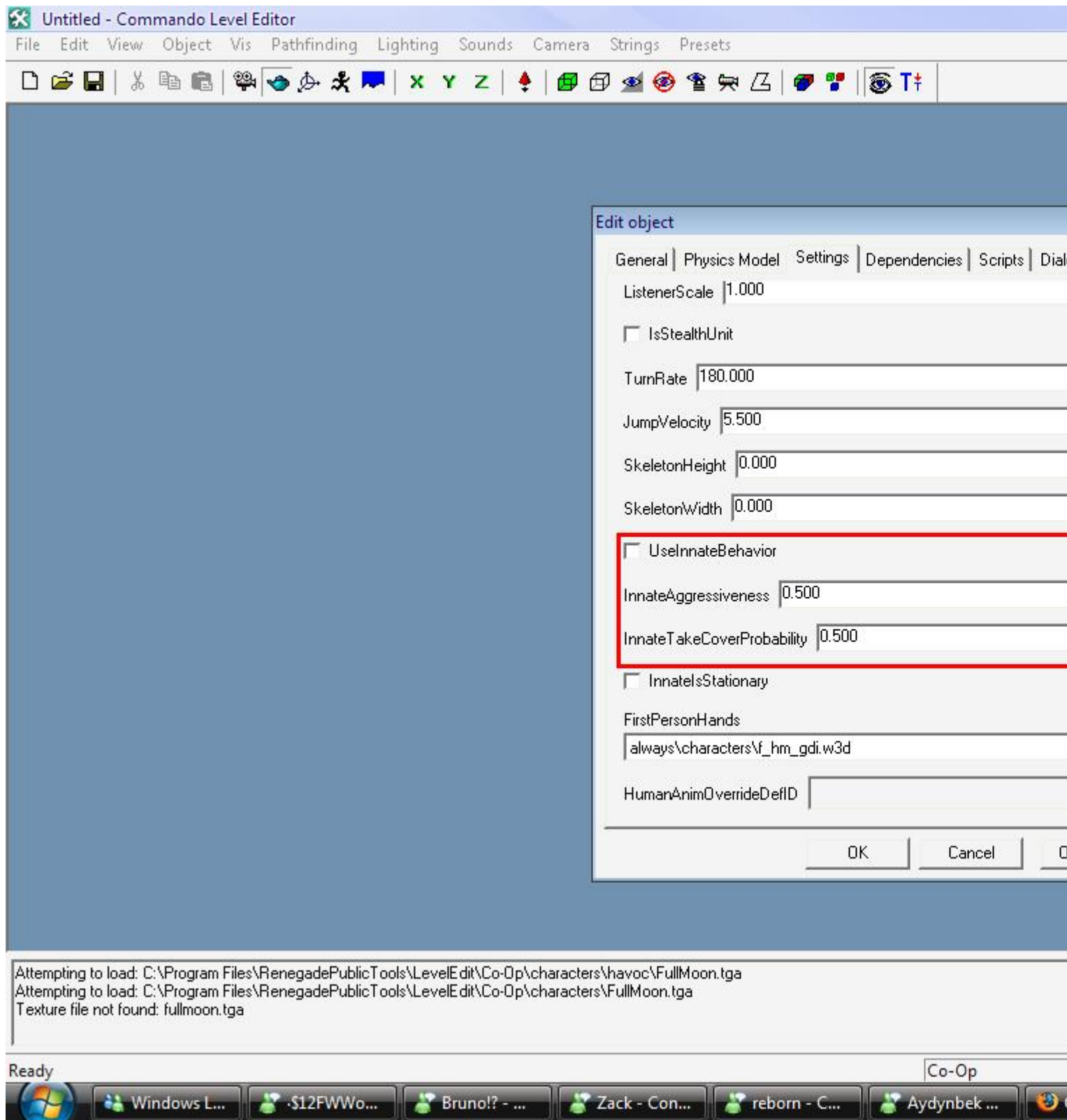
Probably wrong arguments.

Subject: Re: created bots
Posted by cnc95fan on Thu, 20 Mar 2008 09:48:32 GMT
View Forum Message <> Reply to Message

Subject: Re: created bots
Posted by SODPaddy on Thu, 20 Mar 2008 12:25:14 GMT

---

hmm does not running

Subject: Re: created bots
Posted by The Executor on Thu, 20 Mar 2008 15:48:01 GMT

Okay in order to get a normal bot to work on a map, you have to run pathfind on the map by placing a pathfind ganerator on the map first then running pathfind. Also temp the GDI_MiniGunner_3Boss preset and call it BOT1 then click on settings and scroll down and make sure that the check box "UseInnateBehavior" is selected. (Just like the picture above)

Subject: Re: created bots
Posted by SODPaddy on Fri, 21 Mar 2008 17:01:14 GMT

what is pathfind ganerator

Subject: Re: created bots
Posted by SODPaddy on Fri, 21 Mar 2008 19:23:07 GMT

i added the Hunt the player script they only follow me