
Subject: getting bots to attack other areas on the map
Posted by [Jagdsherman](#) on Wed, 09 Apr 2008 04:39:14 GMT
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hello,

I've added some GDI bot spawns to the mp city map.

I want the bots to go and attack the nod base from the GDI base. I set a waypath to connect both bases.

I used the script pds_test_follow_waypath. Now this works but they ignore me when I attack them until they reach their destination and only then they engage me properly.

I want them to attack me if I interrupt them.

do any of you know any other waypoint scripts that can work?

thanks.

Edit: also does anyone have any info on the m00_action script and what it does?

Subject: Re: getting bots to attack other areas on the map
Posted by [mrAŁAŞA-z](#) on Wed, 09 Apr 2008 10:37:46 GMT
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- 1- Create a M08 go Point (Located in Daves_Arrows->M08).
 - 2- Copie the ID of the Daves Arrow, that you Place on the Map.
 - 3- Doubleclick on the Spawner and add the Script "M08_Mobile_Vehicle" and fill in AttocLoc the ID of the DavesArrow.
 - 4- "MOD" the soldier Preset of the Spawner and add "JFW_BaseDefence".
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Subject: Re: getting bots to attack other areas on the map
Posted by [Jagdsherman](#) on Wed, 09 Apr 2008 22:16:17 GMT
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okay thank you, I will try it out and report my results soon.

Edit: do you know by any chance how to mimic the bot behaviour in the skirmish00 map? I examined the map in commando level editor and the waypaths that are used to get the bots to move to places are "vehicle waypath innate" type (in fact those are the only type of waypaths on the entire map) I examined the bot spawner on the map and I noticed that there is no script attached to the bots yet they still follow those waypaths. I want to know how this is done and I want to mimic this for the bots on my map.

Subject: Re: getting bots to attack other areas on the map

Posted by [R315r4z0r](#) on Thu, 10 Apr 2008 02:18:46 GMT

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The scripts were most likely attached to their presets and not the spawners themselves.

In which case, the only way to see how WW did it is by getting the preset tree and level files that WW made themselves.

Subject: Re: getting bots to attack other areas on the map

Posted by [Jagdsherman](#) on Thu, 10 Apr 2008 04:44:03 GMT

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I checked their presets but there were no scripts attached to them!

Do you know any way to mimic their behavior exactly from the skirmish map?
