Subject: AI Spawners
Posted by Spikey00 on Sun, 13 Apr 2008 19:24:39 GMT
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While I wait for my old topic to receive an answer for my major question about my crashing in LevelEdit (http://www.renegadeforums.com/index.php?t=msg&th=28541&start=0&rid=2 3806), I have a question about AI spawners.

I'll just ask the questions about AI spawners.

1. If you add more of the same soldiers to the presets for spawning, will it change the probability of the spawning soldiers?

2. Do the soldiers spawn randomly, or from top to bottom?

3. Why don't other bots spawn when I change the AI Testing spawn presets? (Minigunner and Officer for GDI, and Officer with Nod)

4. Does only 1 bot spawn for each spawner?
i) How do I change it? Or must I add more spawns?

5. (Somewhat unrelated to spawners) If you set the sight levels of a bot to an extremely high amount, does it see through walls to players?

6. Should you attach scripts to soldiers?
i) What types of scripts are recommended for higher performance of bots?

I appreciate any answers.

Subject: Re: AI Spawners
Posted by Lone0001 on Sun, 13 Apr 2008 19:40:15 GMT
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6) M01_hunt_the_player_JDG is a good one and here's a list of other scripts some you could use for bots: http://renhelp.net/index.php?mod=Tutorials&action=view&id=112

Subject: Re: AI Spawners
Posted by Canadacdn on Sun, 13 Apr 2008 23:07:21 GMT
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{SB}Lone0001 wrote on Sun, 13 April 2008 14:406) M01_hunt_the_player_JDG is a good one and here's a list of other scripts some you could use for bots:
http://renhelp.net/index.php?mod=Tutorials&action=view&id=112

INCORRECT!

M00_Action is probably the best AI script Renegade has to offer, it will make them follow waypaths, crouch and do other shit.

However, if you want your bots to be mindless and aggressive I would recommend putting the scripts M04_Hunter_JDG and M00_Base_Defense on the bot.

Subject: Re: AI Spawners
Posted by Lone0001 on Sun, 13 Apr 2008 23:21:15 GMT
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I didn't really say it was the best I just said it was a good one.

Subject: Re: AI Spawners
Posted by Jerad2142 on Mon, 14 Apr 2008 14:19:57 GMT
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Spikey00 wrote on Sun, 13 April 2008 13:24
1. If you add more of the same soldiers to the presets for spawning, will it change the probability of the spawning soldiers?

2. Do the soldiers spawn randomly, or from top to bottom?

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4. Does only 1 bot spawn for each spawner?
i) How do I change it? Or must I add more spawns?

It is random, and only spawns one at a time, you add more by adding them to the spawn list, make sure IsSoldierStartup is UNCHECKED. Put Spawnmax to -1, make the Spawn times 0.

Spikey00 wrote on Sun, 13 April 2008 13:24
5. (Somewhat unrelated to spawners) If you set the sight levels of a bot to an extremely high amount, does it see through walls to players?

No it does not, it always has its sight limited by objects, but using scripts like M04_Hunt_Player will make them find the player regardless.

Spikey00 wrote on Sun, 13 April 2008 13:24
6. Should you attach scripts to soldiers?
i) What types of scripts are recommended for higher performance of bots?

Yes you can, but I do not suggest it until you have checked at least once that all the spawners are working correctly, as an incorrectly deployed script could crash Renegade.

Subject: Re: AI Spawners
Posted by bisen11 on Mon, 14 Apr 2008 18:48:54 GMT
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4) In case you didn't understand it from Jerad's post. Only one bot spawns from a spawner at a time. When that bot dies then it starts the countdown until the new bot spawns. They'll keep spawning until they reach a set number you picked or infinitly.

Subject: Re: AI Spawners
Posted by Spikey00 on Tue, 15 Apr 2008 01:55:11 GMT
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Oh, I see now. Thanks for giving me those details, everyone. Appreciate for clarification.

Just a question, but if you were to attach those behaivor scripts with each other, (Hunter/Base Defense/M00 Action) will some override others, or partially, or not at all?

And so would it be appropriate to have many scripts attached to bots?

Thank you!

Subject: Re: AI Spawners
Posted by Jerad2142 on Thu, 17 Apr 2008 13:59:37 GMT
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Base defense will override them all pretty much, they will quit moving to shot at their targets.

Don't use hunter and action on the same bot, thats pointless, all action does is make them go to certain locations, hunter goes to players, they obviously can't do both at the same time.

Subject: Re: AI Spawners
Posted by Spikey00 on Sun, 20 Apr 2008 01:23:31 GMT
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I see.
Oh, another quick question, but it seems that Hunter decreases the bots' awareness, compared to Hunt The Player significantly.

Is there a solution to this, possibly another script to attach?

Thank you.