Subject: Some requests
Posted by Spyder on Fri, 11 Jul 2008 10:53:00 GMT
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I have some requests considering my Skirmish Revamped project.
I wanted to ask if you could take a look at the following things which have also been listed here:
 http://www.renegadeforums.com/index.php?t=msg&th=29334&start=0&rid=2 0791

Engineers/Hotwires/Technicians repairing buildings
Vehicles/infantry attacking enemy buildings
Vehicles/infantry not spotting stealth units until revealed or at a range of 30 feet.
Bots picking up crates (and getting the effects)
Bots picking up weapons.
Bots changing weapons (ramjet for light infantry, railgun for vehicles etc..).
Bots placing/disarming/defending beacons.
Bots refilling!!!

Please take a look at this and discuss if it would be possible.

Subject: Re: Some requests
Posted by =HT=T-Bird on Fri, 11 Jul 2008 13:29:06 GMT
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As far as bots picking up crates and weapons goes, that would require a hook in
SoldierGameObj::Wants_Powerups() (right now it just returns the value of
Is_Human_Controlled(), I think he wants to be able to have it return true unconditionally).

Subject: Re: Some requests
Posted by Spyder on Fri, 11 Jul 2008 15:37:20 GMT
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=HT=T-Bird wrote on Fri, 11 July 2008 15:29As far as bots picking up crates and weapons goes,
that would require a hook in SoldierGameObj::Wants_Powerups() (right now it just returns the
value of Is_Human_Controlled(), I think he wants to be able to have it return true unconditionally).

So it can be done?

Subject: Re: Some requests
Posted by LR01 on Fri, 11 Jul 2008 18:52:31 GMT
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seems like a lot, when the AI can do all that, it will need to make the right choice, mmm, isn't that not one of the hardest things to code?

Subject: Re: Some requests
Posted by _SSnipe_ on Fri, 11 Jul 2008 20:47:53 GMT
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when can we try it

Subject: Re: Some requests
Posted by StealthEye on Fri, 11 Jul 2008 21:01:18 GMT
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I think all those are possible using current scripts.dll functionality, TT will however not implement (most of) the things you asked for since they are too specific and out of scope for the patch.