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Subject: melee attacks

Posted by [medmech12](#) on Sun, 14 Sep 2008 03:04:10 GMT

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Does anyone know how to make it so that when bots try to perform a melee attack on you, they dont just stop near you? Ex. When you battle raveshaw he just tries to run at you and he never stops

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Subject: Re: melee attacks

Posted by [mr£ÄŞÄ-z](#) on Sun, 14 Sep 2008 08:07:43 GMT

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what exactly do you want?

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Subject: Re: melee attacks

Posted by [Veyrdite](#) on Sun, 14 Sep 2008 09:25:13 GMT

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When a bot uses a melee weapon, he stops moving for a second, and then starts chasing your again. He want to fix that.

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Subject: Re: melee attacks

Posted by [GEORGE ZIMMER](#) on Sun, 14 Sep 2008 12:47:13 GMT

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Yeah, AI sucks with melee. You basically need custom scripting for it to work as far as I know. A temporary fix for this is the M10 or M11 (I forgot which one it's numbered) crypt mutant spawner. Used by those mutants in the crypt. I think it triples its speed, and they'll run up to you and do tib damage. They don't ACTUALLY do conventional damage, though. It's sort of weird.

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Subject: Re: melee attacks

Posted by [medmech12](#) on Sun, 14 Sep 2008 13:31:32 GMT

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k thanks Cabal i will try it out now

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Subject: Re: melee attacks

Posted by [Canadacdn](#) on Sun, 14 Sep 2008 16:24:39 GMT

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If you want bots to have a better chance of actually hitting you, increase the spray amount and spray angle of their melee "ammunition" in the Ammo settings.

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Subject: Re: melee attacks

Posted by [GEORGE ZIMMER](#) on Sun, 14 Sep 2008 17:00:45 GMT

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Yeah, but that doesn't stop them from standing right in front of you, doing absolutely nothing. Or randomly stopping along the way.

Plus, to even make them target you correctly, they need to use the rifle position for their weapon. Hip works too, but rifle looks like they're in a somewhat realistic fist fighting position.

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Subject: Re: melee attacks

Posted by [Jerad2142](#) on Sun, 14 Sep 2008 21:02:26 GMT

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Any animation attached to a bot will make them stop till the animation completes playing, this means that if you make it have no weapon fire animation, it will at least not stop moving when it shoots.

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